Welcome to LEGO Jurassic World!

Introduction

Yes, it's a jungle out there. Jurassic World is a wild place, huge and unpredictable. It's easy to get lost and run afoul of greedy theme park moguls or hungry 50-foot reptilians. Lucky for you, we put together this little park guide.

How to Use This Guide

First, we introduce all the basics of gameplay—how the game flows, how to explore, how to break or build stuff, when to fight or flee, and so on. This includes a review of all the great park souvenirs you can collect. We also introduce the amazing Dino Customizer that you'll find in the park centers.

Second, we list every character (human and dinosaur) and vehicle available in the game and when they appear. You also get details about the special abilities available for both man and beast.

Third, we carefully walk you through LEGO Jurassic World, step by step. This includes both Story and Free Play modes.

Fourth, we review all four of the spectacular hub areas: two on Isla Nublar, and two on Isla Sorna.

And finally, we give you checklists to use for checking off all the achievements, trophies, and cheats that you can earn in the game.

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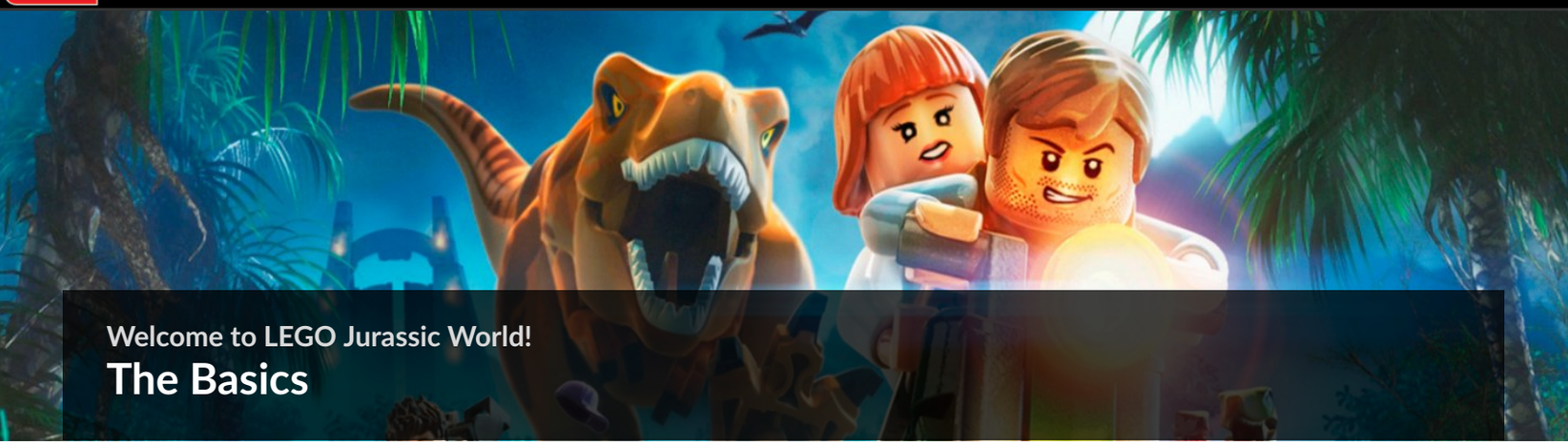

Welcome to LEGO Jurassic World!

The Basics

Jurassic World seems like a fun place, but once you get inside, things can get confusing—like, who's food and who's not? If you want to survive this theme park vacation, you'd better read up on your survival skills.

How the Game Flows

Story Mode

LEGO Jurassic World features a four-movie central story that plunges you into the wildly imaginative world of Jurassic Park. Each level features several missions that advance the storyline plus a "hub transit" mission that moves you across the park to the kickoff location of the next level. These hub areas are huge, fully playable landscapes.

In Story Mode, you play with a small team of assigned characters. Each mission has a specific set of objectives that call for clever teamwork as you "tag" back and forth between characters, using each one's special abilities to move forward. Mastering this feature is a key part of game strategy. We're here to help you with that.

Free Play Mode

In the Story Mode levels, you encounter interesting objects or areas that remain inaccessible because your current team of characters lacks a particular skill. Maybe an Amber Brick floats just out of reach above a ledge, or a Minikit twirls inside a chain-locked cage that you can't open.

Don't be frustrated! These objects will be waiting when you return for some Free Play. In Free Play Mode, you replay any mission from any Story level you've already completed, but this time you bring every single character you've unlocked thus far in the game! So now, when you revisit that chain-locked cage, you can tag to Nick Van Owen (if you've unlocked him), use his bolt cutters to snip the chain, and then grab that Minikit.

Mission Replay Kiosks

Free Play Mode for any mission is unlocked once you complete it in Story Mode. You can access a kiosk in the hub area for that level and select which mission you'd like to replay in Free Play Mode. You can also choose to replay the entire level in Story Mode again, if you want. Look for these kiosks where the hub transit missions begin or end.

Hub Areas

The action in each one of the game's four Story Mode movies takes place within contained areas on Isla Nublar or Isla Sorna. You can access these contained areas only to play or replay missions in Story or Free Play mode. But in each movie, these mission-playing areas are connected by a sprawling, wider landscape called a "hub."

The four hubs (one for each movie) are basically big adventure playgrounds that you can explore, filled with events, puzzles, dinosaurs, unlockable characters and dozens of collectible items. For more on the amazing hubs, check out our Hub Areas chapter.

Fun Park Activities

There are a lot of fun things to see and do in LEGO Jurassic World. In fact, the following activities are so much fun we had no choice but to put an exclamation point behind every one.

Break Things!

One of the great things about LEGO games is that you can smash almost everything in sight and nobody gets mad at you. And not only is it fun to bash things to smithereens; it's also highly profitable. Almost everything that breaks apart releases a shower of gold and silver studs. It looks cool, it sounds cool, and it pads your pocketbook because LEGO studs serve as your in-game money.

Smashing Special Objects

Some breakable objects can be broken only by using special abilities—a girl's high-pitched scream or a dinosaur's fearsome charge, for example. These special breakables are usually important to advancing the story.

Build Stuff!

There's another important reason to break everything that's breakable. Very often you need a certain device or mechanism to advance the story, and the only way to get it is to assemble it from pieces of something you broke. These are called "build-it" pieces. So don't be fooled by the current shape of any object you encounter. It could be the building blocks of something completely different. Smash it!

Bone Build-Its

In LEGO Jurassic World, some build-it pieces are bones from smashed skeletons. Only certain characters can assemble these into new objects. Dinosaur experts like Dr. Alan Grant, Gray Mitchell, and a few others have the special Bone-Build ability.

Use Things!

Sometimes you'll find an item glowing on the ground: a crank switch, a leaf, a backpack, a bone, maybe even just a rock. If the item glows white, any character can pick it up and follow the objective arrow to the place where you use it. If the item has ghostly blue footprints rising from it, only a character with the Tracker ability can pick it up. In that case, follow the blue tracks that appear on the ground until your tracker unearths some interesting object.

Activate Stuff!

LEGO Jurassic World is full of switches, buttons, cranks, levers, access panels, computer terminals, and other devices that your characters may need to activate. In most cases, you simply step up to the object and press the Use/Activate button. Sometimes you need to rotate the left stick in order to turn a crank switch, or walk into a push-switch to rotate it around.

You'll also encounter a few large objects like crates that sit on checkerboard slide tracks. Just walk into the object to push it down the track. (You may need to repair the track first with build-it pieces.)

Fight Things!

Sometimes life on a wild island comes down to survival of the fittest. When necessary, use your attack abilities to fight off swarms of hostile goons, whether of dino or human variety. Every playable character has a melee punch attack, and several characters (including the spitting Dilophosaurus) have ranged attacks too. Lex Murphy can even use a baseball as a projectile weapon!

A few encounters require that you respond to a sequence of button-pushing prompts that appear onscreen. In these encounters, quickly tap or hold your controller buttons or move the left stick to match what is shown onscreen. It's pretty straightforward...but be quick, or you may have to start the sequence all over again!

Shoot Stuff!

Ranged weapons also serve another purpose. The parkland areas feature a number of objects that only a projectile-wielding character can hit. Shooting certain objects may trigger an important story point, or produce build-it pieces or collectible items.

Important targets are usually marked with bull's-eyes, but some "shootables" are unmarked. Tip: If you see something nested or fluttering in a tree or other high perch, or see a switch or beacon on a ceiling or atop a structure, try shooting it if you have a character with a ranged weapon. If the target is one of several things you must shoot to complete a series, a number appears above it—for example, "1/3" or "1/4"—that tells you how many other similar targets to look for in the mission.

Traverse Things!

Many times your character will face a vertical climb or jump to a higher terrace that seems impossible, or an obstacle in the path that seems impassable. If so, start breaking stuff until you find build-it pieces. Then assemble them into a device that aids your travel. These can be bounce or boost pads, seesaws, grab-bars, twirl-poles, handhold blocks, or vines/ropes for swinging.

Collect Souvenirs!

Some collectibles can be found during a first playthrough of the Story Mode's levels. More become available if you replay the levels in Free Play Mode with a full cast of characters available. But most of the collectibles can be found in the hub areas.

Studs

Studs serve as the "coins" of LEGO games. Every story level and hub area is loaded with studs. Some float right out in the open, waiting to be snatched up. Some are tucked into corners and alcoves, just out of sight. And a lot of studs are released when you break LEGO objects in each level. Studs are also released when you build objects.

Studs come in four colors. Each color has a different value:

- Silver stud = 10 studs
- Gold stud = 100 studs
- Blue stud = 1,000 studs
- Purple stud = 10,000 studs

It's well worth the time spent to collect as many studs as you can find. Use your stash to purchase new characters, vehicles, and special Red Brick abilities. In addition, every Story level features a stud total that unlocks "True Survivor" status when reached. You earn a Gold Brick every time you hit this total.

Gold Bricks

A total of 275 Gold Bricks are available in LEGO Jurassic World. These valuable collectibles give you access to the dinosaur paddocks in the hub areas. Some Gold Bricks are hidden or placed out of reach and require special abilities accessed in Free Play Mode. Others are awarded for completing specific tasks, including:

- Beat a story level or hub mission
- Achieve "True Survivor" status in a story level
- Collect all 10 Minikits in a story level
- Save a worker in peril
- Collect a Red Brick
- Heal a sick dinosaur
- Take photographs at all special photo spots in an area
- Successfully complete a gate-to-gate race

Story & Free Play Mode Collectibles

Minikits

Ten "bone-kits" called Minikits are scattered throughout each level of the story. Some can be collected during your first playthrough of the story, and the rest are available when you return to that area during a Free Play session.

The Minikit's bones belong to a LEGO dinosaur skeleton unique to that Story level. As you collect each Minikit, its bones are added to the skeleton's assembly in the Jurassic World Innovation Center. (You can watch the actual assembly steps when you complete the level.) Each level's dinosaur skeleton is fully assembled once you collect all 10 Minikits for that level, plus you earn a Gold Brick!

When you finally reach the Jurassic World Innovation Center (during Movie 4), you can open a Fossil Viewer there to view any skeletons you've fully assembled and hear audio facts about them.

Amber Bricks

One Amber Brick can be found in every story level. Each of these 20 special bricks encases a preserved mosquito in solid amber; each mosquito has a different dinosaur's DNA inside. Snagging the brick unlocks the dinosaur type for that level. Once unlocked, the dinosaur becomes a playable character in Free Play Mode. This also lets you use that type's DNA in the Dino Customizer.

Hub Area Collectibles

Red Bricks

Twenty rare Red Bricks are stashed in hard-to-find or hard-to-reach places in the hub areas. Once found, Red Bricks can bestow powerful (and sometimes amusing) abilities on your characters. See the "Cheats" section in our Checklists chapter to get a full list of the abilities that can be unlocked.

Activating one of these brick-bestowed abilities is a three-step process:

- First, search the hub area to find the Red Brick.
- Second, go to a Holoscape terminal and purchase the ability associated with that Red Brick. You find Holoscape terminals in the Visitor Center on Isla Nublar or in the Innovation Center on Isla Sorna.
- Finally, you must activate the purchased ability for your characters. Select "Extras" in the pause menu and then toggle on/off any Red Brick ability you've purchased.

Workers In Peril

With dinosaurs running amok, it's no surprise that a number of folks find themselves in tight spots around the park. Rescue these 20 workers in peril! You get a Gold Brick for every worker you save.

Photography Spots

Certain areas feature special marked locations where any character with a camera can snap a photograph. These often amusing photos can be viewed in the hub area. Every photo at a marked spot earns you a Gold Brick. You can find 20 photos pots in the game.

Heal Dinos

Ten sick dinosaurs lie in the hub areas. Each fallen creature needs a special set of edibles in order to recover. Find these items and deliver them to the poor beast to heal it. Every fully healed dinosaur earns you a Gold Brick.

Checkpoint Races

A total of 20 races for specific vehicles or dinosaurs can be found around the hub areas. Each race route runs through a series of checkpoint gates. You earn a Gold Brick for every race you successfully complete!

Customize Your Own Dinosaurs!

Dinosaurs are amazing enough in their original form, but the Jurassic World Dinosaur Customizer gives you the ability to design your own custom creatures. You can find a customizer in the Jurassic Park Visitor Center as well as in the Jurassic World Innovation Center, both on Isla Nublar.

Just step up to the customizer console and pick a base model from the dinosaurs you've unlocked so far in the game. (Recall that you unlock dinosaurs by collecting the Amber Bricks that contain their DNA.) You can change its head, body features, tail type, skin pattern, and primary, secondary, and highlight colors. There's also a randomizer button that picks random traits for your base model.

The nice thing about custom critters is the mix of special abilities you can create. A base model Velociraptor can always use its Pounce ability to leap up raptor rails, but if you give it a Triceratops head, your dino can charge and shatter cracked LEGO surfaces too.

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Characters & Vehicles

Introduction

You can acquire many playable characters—good and evil, brave and foolish, human and lizard-like—in LEGO Jurassic World. Many have special weapons/tools or other abilities at their disposal. You can also acquire a wide selection of cool vehicles for quick transport across the hub landscapes.

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Characters & Vehicles

How to Unlock & Collect Characters

LEGO Jurassic World features two different ways to “collect” playable characters. Story characters are the folks who join your traveling party at various points as you play through the 20 levels of Story Mode. All of these people become automatically available to you, free of charge, whenever you switch to Free Play Mode.

As you play through the Story, level by level, you also unlock dozens of other characters that subsequently appear in the park hub areas. These unlocked characters must be purchased if you want to add them to your playable party in Free Play Mode. Most are affordable, but a few special bonus characters are very expensive.

To purchase any unlocked character in a hub area, just walk up to him/her and press Use; then press the Buy button indicated onscreen. Alternatively, when in Free Play, bring up the character grid and purchase the characters directly from there.

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Characters & Vehicles

Character Abilities

Almost every character in the game has at least one special ability that provides added value. Here's a quick rundown of the abilities available in LEGO Jurassic World.

Ability	Description
Academic	Solve equation puzzles written on whiteboards to reveal useful items.
Agile (Female)	Female characters can leap higher than their male counterparts. They can also use special pink/blue agility objects to reach new areas.
Bolt Cutters	Characters with bolt cutters can slice through special LEGO padlocks and chains.
Bone-Build	Paleontologists can use their expert knowledge of dino anatomy to reassemble piles of bones.
Buddy Boost	Characters can boost up a buddy to a higher area from a "boost pad."Small characters cannot be the booster.
Camouflage	Characters with this stealth skill can sneak past dinosaurs and security systems.
Climb	Scale walls with LEGO handholds to reach new areas.
Crowbar	Crowbar skills let characters break into otherwise inaccessible areas.
Dig	Diggers can dig in stud piles to unearth new objects.
Droppings Rummage	Some folks are willing to dig through piles of dinosaur droppings to find important items and clues.
Electric Charge	Expertise with electric stun-rods lets characters "jumpstart" or power up broken electrical objects or LEGO generators.
Electric Rifle	Characters with these ranged weapons can shoot electric switch targets.
Glide	Billy Brennan can jump and deploy his parachute to glide short distances across otherwise impassable gaps.
Grapple	Characters can toss grappling hooks at special "grapple plugs" and pull down objects or climb the attached rope.
Grow Plant	Plant experts called botanists can grow plants quickly.
Hacker	Hackers can access special LEGO computer terminals to manipulate nearby objects.
Illuminate	Some characters can illuminate dark areas. Ian Malcolm uses flares; Timmy Murphy uses night-vision goggles; Zach Mitchell uses a torch.
InGen Access	Jurassic Park staff can use InGen security clearance panels to access special areas of the park.
Jurassic World Access	Jurassic World staff can use Jurassic World access panels to open special areas of the new park.
Photography	Characters with cameras can take photos at designated photo-spots. The flash can also stun dinosaurs.
Repair	Certain handy characters use their tools to fix broken LEGO objects.
Rope/Vine Cutter	Characters with blades can slice through ropes and plant vines. Grant uses his Raptor Claw; Owen uses his knife.
Scanner	Certain high-level Jurassic World employees carry scanners that can interact with sensor panels to reveal important LEGO objects.
Scream	Several female characters can scream at a high enough pitch to shatter LEGO glass.
Seesaw	Get bounced by a buddy to a higher area or over a barrier. One character steps onto the seesaw first then a buddy jumps on to create the bounce. Small characters cannot use this ability.
Sharpshoot	Characters with rifles or other ranged weapons (such as Lex Murphy's baseball) can hit LEGO bull's-eyes, switches, or other targets.
Small Access	Small characters can crawl into vents, hatches, and other access chutes to emerge in new locations.
Tracker	Hunters can use tracking objects to track footprints that lead to clues or hidden objects.
T. rex Scent	Eric Kirby can toss jars that scare away Compsognathus packs.

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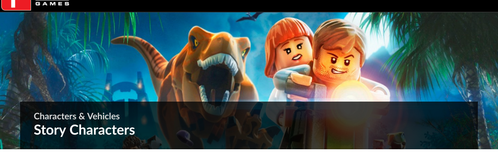

Characters & Vehicles

Story Characters

Here's a list of the free playable characters that you collect as you progress through the game's Story Mode.

Movie 1

Icon	Name	Abilities
	Robert Muldoon	Tracker, Sharpshoot, InGen Access
	Jophery Brown	Electric Charge
	Alan Grant	Dig, Rope/Vine Cutter, Bone-Build
	Ellie Sattler	Droppings Rummage, Grow Plant, Agile
	John Hammond	InGen Access
	Ian Malcolm	Illuminate, Academic
	Gerry Harding	Tracker, Sharpshoot, InGen Access
	Lex Murphy	Scream, Hacker, Agile, Sharpshoot
	Timmy Murphy	Bone-Build, Illuminate, Small Access
	Alan Grant (Montana)	Dig, Rope/Vine Cutter, Bone-Build
	Ellie Sattler (Montana)	Agile, Droppings Rummage, Grow Plant
	Alan Grant (Survivor)	Dig, Rope/Vine Cutter, Bone-Build
	Ellie Sattler (Survivor)	Agile, Droppings Rummage, Grow Plant
	Timmy Murphy (Survivor)	Illuminate, Small-Access, Bone-Build
	Lex Murphy (Survivor)	Agile, Hack, Scream
	Ian Malcolm (Survivor)	Academic, Illuminate

Movie 2

Icon	Name	Abilities
	Ian Malcolm (Isla Sorna)	Illuminate, Academic
	Eddie Carr	Repair, Sharpshoot, Tracker
	Nick Van Owen	Photography, Crowbar, Bolt Cutters
	Sarah Harding	Droppings Rummage, Agile, Photography
	Kelly Malcolm	Agile, Scream
	Roland Tembo	Tracker, Sharpshoot
	Robert Burke	Dig, Bone-Build
	Ajay Sidhu	Tracker, Grapple, Sharpshoot
	Carter	Repair, Bolt Cutter, Crowbar

Movie 3

Icon	Name	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Billy Brennan	Climb, Glide, Photography
	Udesky	Sharpshoot, Tracker
	Amanda Kirby	Scream, Agile
	Eric Kirby	T. rex Scent, Camouflage, Droppings Rummage, Small Access
	Cooper (Runway)	Tracker, Sharpshoot, Rope/Vine Cutter
	Soldier	Sharpshoot, Rope/Vine Cutter
	Eric Kirby (Disguise)	T. rex Scent, Droppings Rummage, Camouflage
	Alan Grant (Lecture)	Dig, Rope/Vine Cutter, Bone-Build

Movie 4

Icon	Name	Abilities
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Camouflage
	Barry	Electric Charge, Tracker, Grapple
	Supervisor Nick	Jurassic World Access, Scanner, Repair
	Handler Ellis	Electric Charge
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Illuminate, Repair
	Claire Dearing	Jurassic World Access, Agile, Scanner
	Zara	Agile, Scream
	Owen Grady (Survivor)	Climb, Droppings Rummage, Camouflage
	Claire Dearing (Lab)	Agility, Scanner, Jurassic World Access
	Claire Dearing (Survivor)	Agility, Scanner, Jurassic World Access
	Zach Mitchell (Survivor)	Repair, Illuminate
	Gray Mitchell (Survivor)	Bone-Build, Small-Access, Photography
	Scientist Phil	Jurassic World Access, Academic

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Characters & Vehicles

All Collectible Characters

The following list includes every playable character that you can collect in the game including the free Story characters listed in the previous table.

Movie 1				
Icon	**Name**	**Level Unlocked**	**Cost**	**Abilities**
	Alan Grant (Montana)	1	Free	Dig, Rope/Vine Cutter, Bone-Build
	Alan Grant	2	Free	
	Alan Grant (Survivor)	5	Free	
	Ellie Sattler (Montana)	1	Free	Agile, Droppings Rummage, Grow Plant
	Ellie Sattler	2	Free	
	Ellie Sattler (Raincoat)	3	85000	
	Ellie Sattler (Survivor)	5	Free	
	Jophery Brown	1	Free	Electric Charge
	Robert Muldoon	1	Free	Tracker, Sharpshoot, InGen Access

	Robert Muldoon (Raincoat)	3	80000	Tracker, Sharpshoot, InGen Access
	Gerry Harding	2	Free	Tracker, InGen Access, Sharpshoot
	Ian Malcolm	3	Free	Academic, Illuminate
	Ian Malcolm (Survivor)	5	Free	
	Lex Murphy	3	Free	Agile, Hack, Scream
	Lex Murphy (Survivor)	5	Free	
	John Hammond	5	Free	InGen Access
	Dino Handler Vic	Hub 1	40000	Electric Charge
	Dig Site Volunteer	1	30000	Dig, Bone-Build, Agility
	Juanita Rostagno	Hub 1	40000	Dig, Bone-Build
	Dennis Nedry	2	100000	Hack, InGen Access, Sharpshoot
	Dennis Nedry (Raincoat)	Hub 1	125000	
	Dennis Nedry (Costa Rica)	5	145000	
	Donald Gennaro	2	75000	None
	Donald Gennaro (Bathroom)	Hub 1	85000	
	InGen Scientist	Hub 1	20000	Agility, Academic, InGen Access

	InGen Lab Technician	2	20000	Academic, InGen Access
	Dino Handler Bob	Hub 1	45000	Electric Charge
	Henry Wu (Jurassic Park)	4	80000	InGen Access, Academic
	Jurassic Park Driver	Hub 1	10000	InGen Access
	Ray Arnold	Hub 1	125000	Hack, InGen Access, Repair
	Jurassic Park Veterinarian	4	65000	Agility, InGen Access, Droppings Rummage
	Jurassic Park Warden	4	35000	Tracker, Sharpshoot, InGen Access
	Timmy Murphy	4	Free	Illuminate, Small-Access, Bone-Build
	Timmy Murphy (Survivor)	5	Free	
	Dig Site Kid	1	45000	Small-Access

Movie 2

Icon	Name	Level Unlocked	Cost	Abilities
	Ian Malcolm (Isla Sorna)	6	Free	Academic, Illuminate
	Ian Malcolm (San Diego)	10	Free	
	John Hammond (Lost World)	6	145000	InGen Access
	Eddie Carr	6	Free	Tracker, Repair, Sharpshoot

	Nick Van Owen	6	Free	Bolt Cutters, Crowbar, Photography
	Sarah Harding	6	Free	Agility, Droppings Rummage, Photography
	Sarah Harding (San Diego)	10	Free	
	Ajay Sidhu	7	Free	Tracker, Grapple, Sharpshoot
	Carter	8	Free	Repair, Bolt Cutter, Crowbar
	Robert Burke	8	Free	Bone-Build, Dig
	Roland Tembo	9	Free	Track, Sharpshoot, Climb
	Kelly Malcolm	9	Free	Agile, Scream
	Dieter Stark	7	60000	Electric Charge, Tracker
	Carlos	6	40000	Repair, Bolt Cutters, Crowbar
	Dierdre Bowman	7	40000	Agility, Scream
	InGen Scout	7	20000	Electric Charge
	Peter Ludlow (Isla Sorna)	7	120000	InGen Access
	Peter Ludlow	8	90000	
	InGen Hunter	Hub 2	30000	Grapple, Sharpshoot
	InGen Mechanic	8	30000	Repair, Bolt Cutter, Crowbar

	Paul Bowman	9	20000	Illuminate, Climb
	SS Venture Crewman	9	20000	Illuminate, Grapple
	InGen Guard Berner	9	45000	InGen Access
	InGen Guard Jerry	9	40000	InGen Access
	Yacht Crewman	9	25000	Illuminate, Grapple
	InGen Harbor Master	10	20000	Illuminate, InGen Access
	InGen Investor Gerald	10	35000	None
	Unlucky Bystander	Hub 2	20000	None
	Fisherman Jim	10	30000	Repair, Grapple
	Cathy Bowman	7	50000	Scream, Small-Access

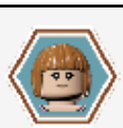
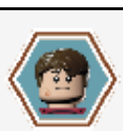
Movie 3

Icon	Name	Level Unlocked	Cost	Abilities
	Alan Grant (Isla Sorna)	11	Free	Dig, Rope/Vine Cutter, Bone-Build
	Alan Grant (Lecture)	15	Free	
	Billy Brennan	11	Free	Glide, Photography, Climb

	Paul Kirby	11	Free	Repair, Grapple
	Paul Kirby (Dinner)	13	60000	
	Amanda Kirby	11	Free	Agility, Scream
	Amanda Kirby (Dinner)	13	50000	
	Udesky	12	Free	Track, Sharpshoot
	Udesky (Alt)	14	65000	
	Cooper	12	75000	Tracker, Sharpshoot, Rope/Vine Cutter
	Cooper (Runway)	14	Free	
	Soldier	15	Free	Sharpshoot, Rope/Vine Cutter
	Ellie Degler	14	50000	Agility, Plant Grow, Droppings Rummage
	Mark Degler	14	10000	None
	Charlie Degler	14	30000	Small-Access
	Cheryl Logan	11	40000	Agility, Bone-Build, Dig
	Ben Hildebrand	Hub 3	65000	Glide, Photography, Climb
	Nash	Hub 3	65000	Track, Grapple, Sharpshoot
	Nash (Runway)	13	65000	

	Enrique Cardoso	15	50000	Glide, Photography, Climb
	Eric Kirby	15	Free	T. rex Scent, Droppings Rummage, Camouflage
	Eric Kirby (Disguise)	14	Free	

Movie 4

Icon	Name	Level Unlocked	Cost	Abilities
	Owen Grady	16	Free	Climb, Droppings Rummage, Camouflage
	Owen Grady (Survivor)	20	Free	
	Barry	16	Free	Electric Rifle, Tracker, Grapple
	Supervisor Nick	16	Free	Repair, Scanner, Jurassic World Access
	Handler Ellis	16	Free	Electric Charge
	Claire Dearing (Lab)	17	Free	Agility, Scanner, Jurassic World Access
	Claire Dearing	18	Free	
	Claire Dearing (Survivor)	20	Free	
	Zach Mitchell	18	Free	Repair, Illuminate
	Zach Mitchell (Survivor)	20	Free	
	Scientist Phil	19	Free	Jurassic World Access, Academic

	Zara	19	Free	Agility, Scanner, Scream
	Henry Wu (Jurassic World)	20	100000	Jurassic World Access, Academic
	Young Raptor Handler	Hub 4	70000	Droppings Rummage, Electric Charge
	Jurassic World Worker	16	20000	Jurassic World Access
	Jurassic World Ranger	Hub 4	40000	Track, Jurassic World Access, Droppings Rummage
	Hamada	Hub 4	85000	Electric Rifle, Scanner, Sharpshoot
	Lowery	Hub 4	90000	Jurassic World Access, Hacker, Sharpshoot
	Gyrosphere Operator Josh	17	45000	Repair, Jurassic World Access
	ACU Trooper Female	18	25000	Agility, Electric Rifle, Sharpshoot
	ACU Trooper Male	18	20000	Electric Rifle, Sharpshoot
	Jurassic World Veterinarian	18	65000	Agility, Grow Plant, Jurassic World Access
	Vivian	18	80000	Agility, Scanner, Jurassic World Access
	Vic Hoskins	19	145000	Jurassic World Access, InGen Access, Rope/Vine Cutter
	InGen Mercenary	19	40000	InGen Access, Sharpshoot
	Simon Masrani	Hub 4	150000	Scanner, Glide, InGen Access
	Raptor Handler Jenny	19	50000	Agility, Sharpshoot, Electric Rifle

	Jimmy Fallon	20	250000	Jurassic World Access, Academic
	Gray Mitchell	17	Free	Bone-Build, Small-Access, Photography
	Gray Mitchell (Survivor)	20	Free	

Bonus Characters

Icon	Name	Level Unlocked	Cost	Abilities
	Pilot Pat	20	250000	Scanner, Glide, InGen Access
	DJ Master Frank	20	250000	InGen Access, Scanner, Sharpshoot
	Colin Trevorrow	20	250000	InGen Access, Sharpshoot, Photography
	Mr. D.N.A.	Complete all story levels.	500000	Agility, Academic, Sharpshoot
	Steven Spielberg	Complete all story levels.	250000	Bone-Build, Sharpshoot, Photography

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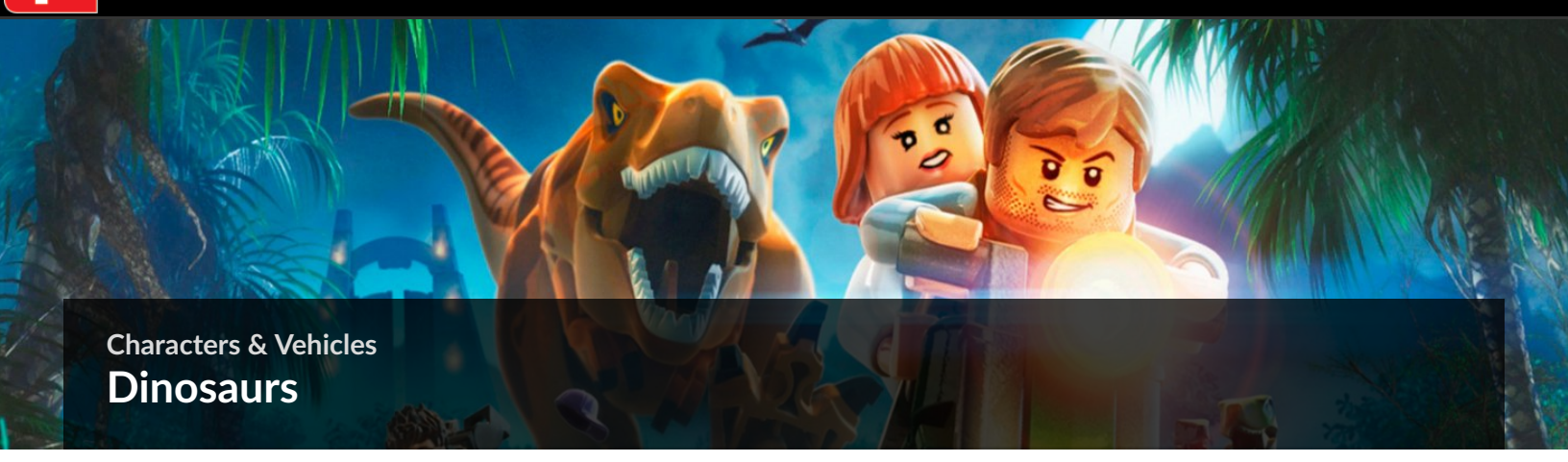


Characters & Vehicles

Dinosaurs

Dinosaur Abilities

One of the best things about LEGO Jurassic World is that you get to be a dinosaur, if you want. You do this several times as part of the main story, and you also gain playable dinosaur characters as you collect Amber Bricks. These bricks unlock dino DNA for the Dinosaur Customizers in the Visitor and Innovation Centers and at the Dino Spawners in the hubs.

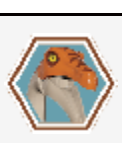
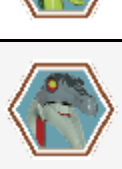
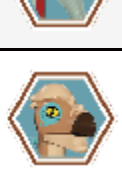
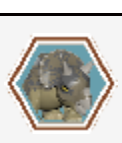
As you might expect, dinosaurs can do some things that humans can't. Here's a quick rundown of the abilities you can gain when you play as one of these fearsome prehistoric creatures.

Ability	Description
Roar	Creatures with this ability can break both Amber LEGO and "dinosaur strength" objects.
Pounce	Velociraptors can use raptor rails to leap great heights and access higher areas.
Scent Tracking	Velociraptors can pick up a scent and follow its trail.
Charge	Dinosaur can ram through cracked LEGO barriers using its head.
Tail-Slam	Dinosaur can shatter cracked LEGO barriers using its tail.
Goo Spit	Dilophosauruses can spit venom goo at black LEGO objects to destroy them.
Rope/Vine Slash	Velociraptors can slice through LEGO vines.
Flight	Pteranodons and Dimorphodons can fly.
Swim	The Mosasaurus can swim.
Dino Strength	Some large dinosaurs can destroy large LEGO objects.
Quake	Very large dinosaurs like the Apatosaurus and Brachiosaurus can stomp and break "quake LEGO" objects—i.e., cracked ground sections.
Camouflage	Indominus Rex can use camouflage to move stealthily.
Tiny Access	Compsognathus (or Compy, for short) can move through special tiny passages called "Compy Tubes."
Dino Switches	Some dinosaurs can bite and pull special wall switch-handles to activate mechanisms.

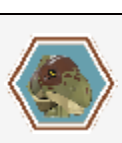
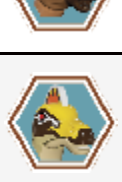
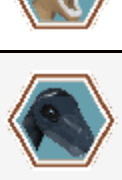
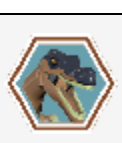
Playable Dinosaurs

Dinosaurs are categorized as Small, Medium, or Large. You can select only small dinosaurs (base or custom) from your character menu, but you can select dinosaurs of any size at the Dino Spawners in the hub areas, including all of your custom dinosaurs.

Playable from Character Menu

Icon	Dinosaur	Special Abilities
Small Dinosaurs		
	Velociraptor	Pounce, Scent Tracking, Rope/Vine Slash, Dino Switch
	Dilophosaurus	Goo Spit
	Gallimimus	None
	Compsognathus (Compy)	Tiny Access
	Troodon	None
	Pachycephalosaurus	Charge
Baby Dinosaurs		
	Velociraptor (Baby)	None
	Triceratops (Baby)	Charge
	Tyrannosaurus Rex (Baby)	None
	Stegosaurus (Baby)	None

Playable from Dino Spawners

Icon	Dinosaur	Special Abilities
Note: All Small dinosaurs are also available from spawner.		
Medium Dinosaurs		
	Triceratops	Charge
	Stegosaurus	Tail-Slam
	Parasauropholus	None
	Corythosaurus	None
	Ankylosaurus	Tail-Slam
Large Dinosaurs		
	Tyrannosaurus	Roar, Dino Strength
	Apatosaurus	Quake
	Brachiosaurus	Quake
	Baryonyx	Roar, Dino Strength
	Spinosaurus	Roar, Dino Strength
	Indominus Rex	Roar, Camouflage
Flying Dinosaurs		
	Dimorphodon	Fly
	Pteranodon	Fly, Pteranodon Switches

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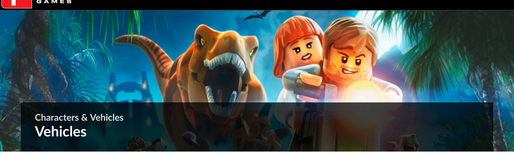

Vehicles

As with characters, you encounter a number of unlockable vehicles while playing through the Story Mode—35 of them, to be exact. As you move through the hub areas you can find Vehicle Spawners in a number of locations. To buy a vehicle you've unlocked, just activate the spawner, select the unlocked vehicle icon, and press Accept to pay the purchase price shown. (Assuming you have enough studs in your bank account, of course.)

Once purchased, the vehicle can be spawned for free from any spawner on the islands. Here's a list of the vehicles, their cost, and when they're unlocked.

Movie 1

Icon	Vehicle Name	Level Unlocked	Cost
	Fork Lift	1	50000
	Road Sweeper	1	
	Jurassic Park Responder	1	Free
	Jurassic Tour Vehicle	3	50000
	Jurassic Park Responder (Soft Top)	4	
	Jurassic Park Responder (Roll Cage)	5	

Movie 2

Icon	Vehicle Name	Level Unlocked	Cost
	Isla Sorna Gatherer	6	50000
	Isla Sorna Observer	6	
	The Van Owen	6	
	Hunter Scout	7	
	Hunter Snare ATV	7	
	Hunter Snagger	8	
	Hunter Harasser	8	
	Hunter Snare	9	
	Site B Transport	9	
	San Diego Speedster	10	
	Police Patrol Car	10	

Movie 3

Icon	Vehicle Name	Level Unlocked	Cost
	Site B Transport (Rusty)	11	50000
	Pickup Truck	11	
	Hunter Command	12	
	Site B Saloon	13	
	Hunter Transport	14	
	Hunter Trapper	15	

Movie 4

Icon	Vehicle Name	Level Unlocked	Cost
	Jurassic Constructor	16	50000
	Jurassic Buggy	16	
	Jurassic World Transport	16	
	Jurassic World Observer	17	
	Gyrosphere	17	
	Jurassic Park Responder (Rusty)	18	
	Jurassic Pursuer	18	
	Jurassic ATV	19	
	InGen Transport	19	
	Mobile Veterinary Unit	19	
	InGen Command	20	
	ACU Transport	20	

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Walkthrough: Movie 1

Level 01: Prologue

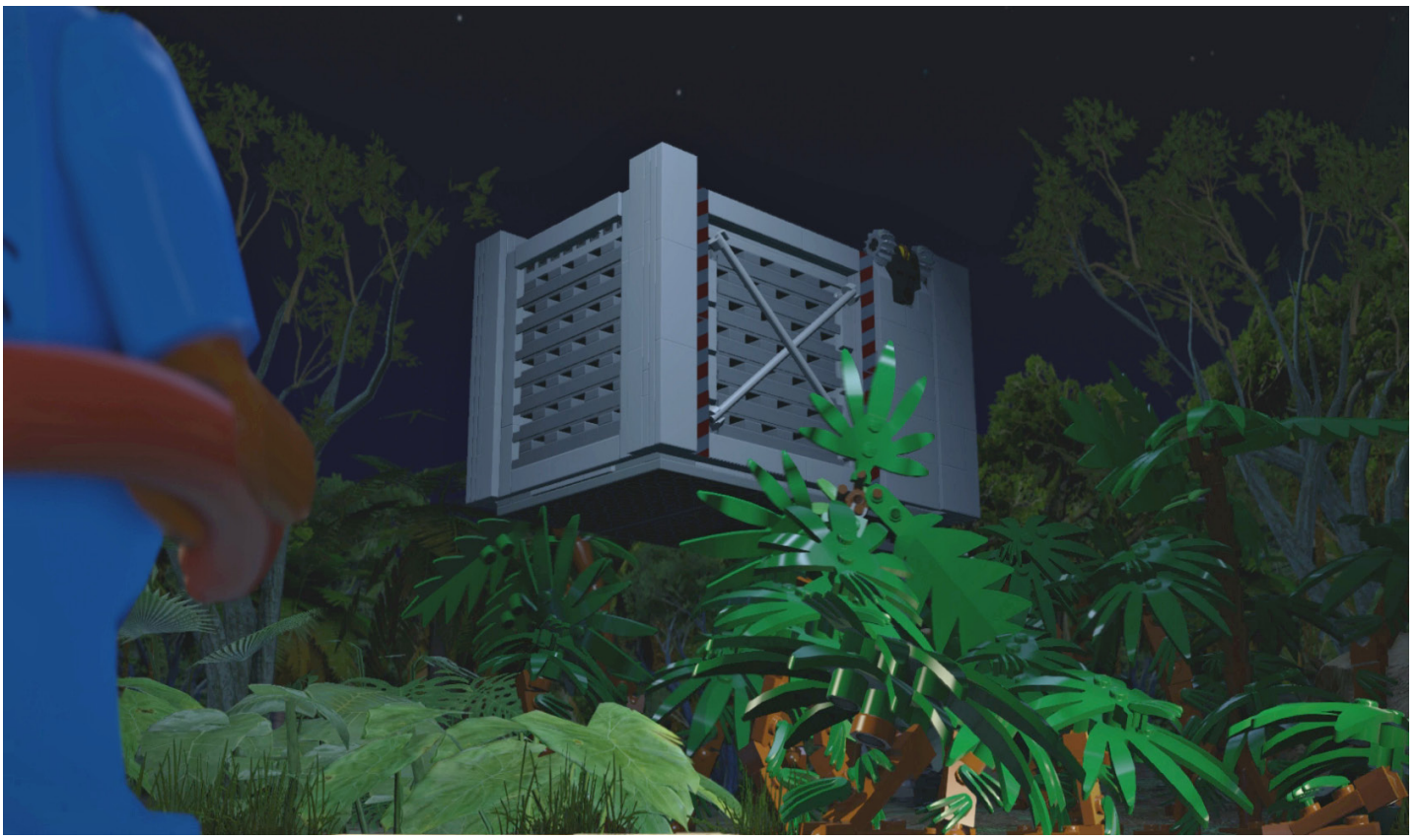
The story in LEGO Jurassic World is divided into four movies. Each movie corresponds to one of the great Jurassic Park movies, numbered in the order of their release: Jurassic Park (1993), The Lost World: Jurassic Park (1997), Jurassic Park III (2001), and the spectacular new Jurassic World (2015).

Time to get started. As scenes from the theme park roll in the background, select New Game from the opening menu and choose a Save Game slot. The story soon begins with a bang.

True Survivor Stud Requirement
45,000 studs

Raptor Transfer

A forklift carrying a dinosaur cage crashes through the jungle into a clearing as Robert Muldoon, Jophery Brown, and an anxious crew of park workers watches the delivery. Your task: Get the ravenous raptor from the cage into its enclosure.



Icon	Story Characters	Abilities
	Robert Muldoon	Tracker, Sharpshoot, InGen Access
	Jophery Brown	Electric Charge

Fire Up the New Generator

The handler reports that you can't reach the raptor pen on the upper level until the new generator gets unpacked and built. Head over to the crate marked with electrical bolts and "unpack" it by smashing it to pieces; the Mr. DNA double-helix hint marker appears. Then stand amongst the hopping "build-it" pieces and hold down the Build button until your character finishes constructing the new generator.

Hints from Mr. DNA

Remember that the DNA double helix strands (the twirling sparkly thing that looks like a twisted ladder) is a hint marker. Approach it and press your Attack/Aim button to get help from Mr. DNA.

Break Everything!

It may seem rude, but smash everything made of LEGO parts in every area before moving on. That includes plants, crates, machinery, barrels, barriers, even the workers' tables and coffee cups. Then scoop up all the studs. And keep an eye out for valuable blue studs!

Now the handler explains that you must kick-start the newly built generator with a stun-rod. "Tag" (change characters) to Jophery Brown and walk onto the dino icon in front of the generator. Hold down your Use button so Jophery jams the electric prod into the charging slot. Keep holding the button until the circle fills around the onscreen button icon. A ladder to the upper level drops to the ground.

Repair the Cage Track

Climb the ladder. On the upper level, you learn that somebody tore up the cage track. Tag to Robert Muldoon and approach the square black tile on the ground next to the double-helix marker. This tile is a "tracking item." Press the Use button to pick up the tile and activate Muldoon's tracker ability.

Follow the glowing blue tracks on the ground until Muldoon unearths a pile of build-it pieces: black and yellow tiles, part of the cage track. Hold down your Build button until Muldoon tosses all of the tiles onto the track.

"Build-It" Pieces

Remember: Anytime you see a pile of hopping LEGO pieces, walk a character into them and hold down the Build button. Something useful always emerges! Note: If the hopping pieces are bones, you'll have to use a character with the Bone-Build special ability.

This only fixes part of the cage track. Hold down your Aim button to bring up the white targeting reticle for Muldoon's rifle. Still holding the button, use the left stick to move the reticle directly over the red/yellow target on the left spotlight (circled in our shot) above the raptor crate. Release the Aim button to fire the rifle.

This shot detaches the spotlight, which falls to the ground and shatters into a pile of hopping build-it pieces: more track tiles! Toss them onto the cage track to finish the repair. Note that you can shoot out the other spotlight too and earn a Minikit. See the Minikit section that follows.

MINIKIT: Shoot the Right Spotlight Twice

Use Robert Muldoon's rifle to shoot out the right-side spotlight above the cage track. You have to shoot it twice! The first time the light just spins around. The second shot knocks it down and a Minikit drops to the ground. Go pick it up!

MINIKIT: Shoot the Warning Lights

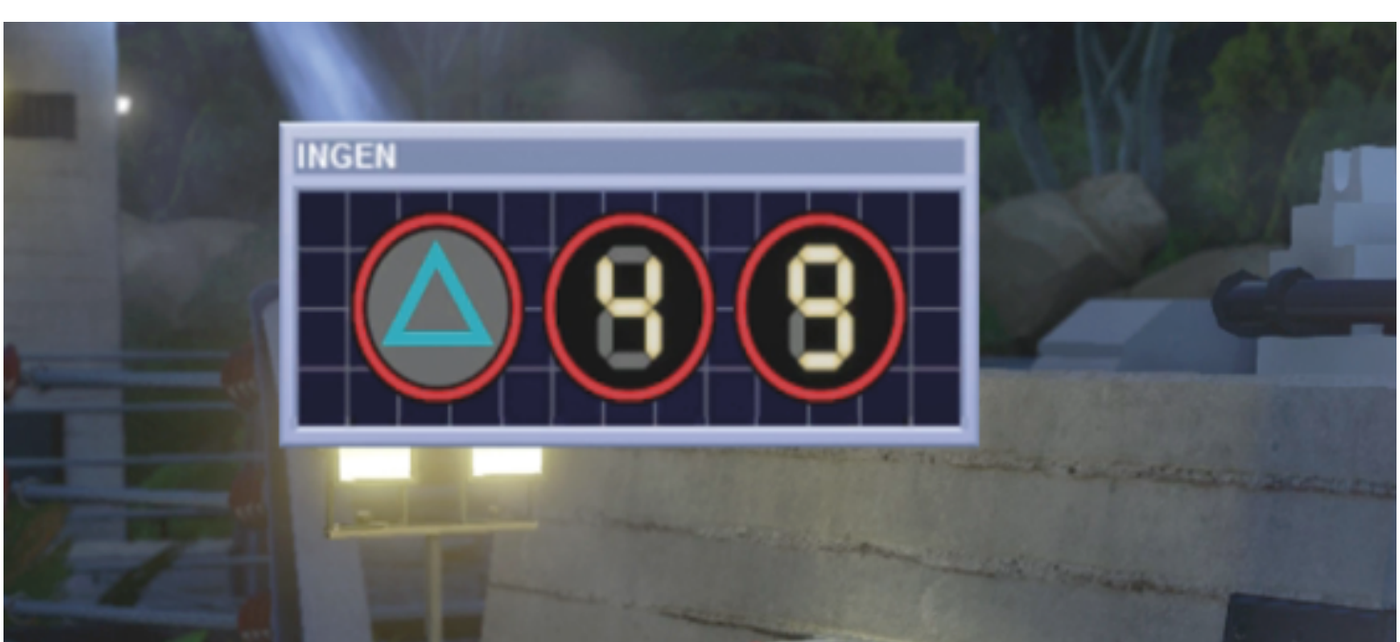
Use Robert Muldoon's rifle to shoot out the four red warning lights that flash along the left side on the enclosure's security fence. Three are circled in our screenshot; another is just around the corner. When you nail all four, you earn a Minikit!

MINIKIT: Charge Up the Lights

Send Jophery Brown to turn on all three lighting stands around the raptor pen. At each light generator, step Jophery onto the dino icon on the ground and then hold down your Activate button. Jophery jams his stun-rod into the charging slot to charge the lights. After you charge the third lighting stand (in any order), you automatically get the Minikit.

Release the Raptor Into the Enclosure

Wait until the loading team moves into position around the cage. Then walk Muldoon to the cage's end to push it toward the enclosure gate. Keep pushing until the cage locks into place. Now the handler reports that the cage ladder is jammed!



Walk Muldoon (who has the InGen Access ability) upstairs onto the dino icon and activate the InGen security panel. When the InGen data window opens above the panel, watch carefully as a three-button code cycles across it. Press those buttons in the order they appear to enter the code and release the red/yellow cage ladder.

Tag to Jophery and climb the ladder. Use his stun-rod to charge the gate-raising electrical panel and trigger the scene-ending cinematic.

The Dig Site

Here the scene switches to a bustling archaeological dig site in the badlands of Montana. A pair of scientists, Dr. Alan Grant and Dr. Ellie Sattler, look for Velociraptor bones in the dry sandy washes and gullies. Grant is a paleontologist (a scientist who studies dinosaur fossils) and Sattler is a paleobotonist (a scientist who studies plant fossils).

Icon	Story Characters	Abilities
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build
	Ellie Sattler	Droppings Rummage, Dino Heal, Plant Grow, Agile

Assemble the Raptor Skeletons

First Skeleton

Three icons appear across the top of your screen. These represent the three raptor skeletons you must find and assemble to move the story forward. First, send Dr. Grant downhill to the right, where a site digger is working. Step onto the mound of studs and use Grant's Dig ability to dig up a pile of raptor bones. Then use Grant's Bone-Build ability to assemble the bouncing bones into a complete raptor skeleton. Note that the first raptor icon is checked at the top of the screen.

Now tag to Dr. Ellie Sattler and guide her into the jump spot (the glowing circles). Use Ellie's Agile ability to leap onto the skeleton's tail. (Be patient—it may take a few tries.) Walk her slowly up the skeleton's spine to its skull, and then leap across to the rock ledge. Smash the LEGO crate of stuff and use the build-it pieces to assemble a ladder that drops down to Dr. Grant.

Now he can climb up and rejoin Dr. Sattler.

Better Jumpers

Remember that all female characters in LEGO Jurassic World have the Agile ability. This makes them better jumpers than their male counterparts.

Second Skeleton

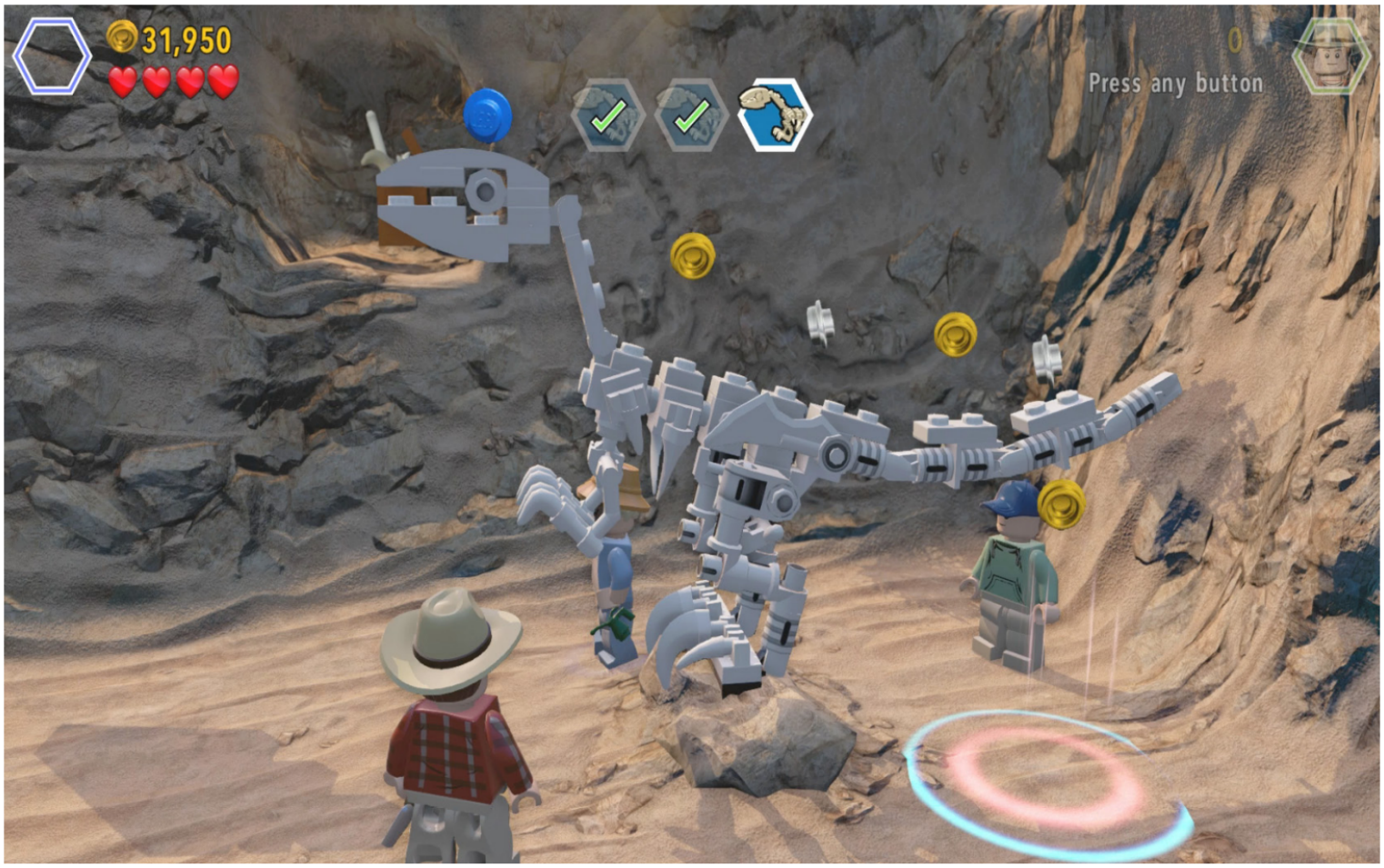
Hop off the ledge to the right where a worker tries to dig another raptor skeleton from the cliff wall. Before you approach him, smash the LEGO sand pile near the front of the area; then assemble the pieces into a lovely sandcastle. (This is the first of four castles you can build to earn a Minikit.)

MINIKIT: Build Sandcastles

Four piles of sand in the dig site can be smashed into build-it pieces and then reassembled into sandcastles. When all four castles are built, you earn a Minikit.

One sand pile is near the skeleton that you jackhammer from the cliff. The second is on the rock ledge above the Road Sweeper. The third is in the ravine where you fix the seismic thumper. The last one is near the dig site trailer in the upper camp.

Go smash the worktable next to the digger. Build the broken pieces into a jackhammer that the digger uses to finish “excavating” the raptor bones. Oops! Use Grant’s Bone-Build ability to assemble the bone pile into a skeleton. Two checked off, one more to go!



MINIKIT: Skull Hop to Cave

Ellie Sattler can hop onto the second raptor skeleton's tail, walk to its head, and then jump across into the high rock cave to nab the Minikit inside.

Third Skeleton

Move back left to where you started the level. Continue past the worker who's trying to untangle a pulley rope. (You'll help him shortly.) Proceed into the clearing where a dig team is working. Smash the two big crates and the blue wheelbarrow; then assemble the build-it pieces into a nifty Road Sweeper. Hop onto the vehicle and drive over the dirt mound where the dig team was initially working; this creates a loose pile of dirt. (Note that you can also drive the Road Sweeper over three smaller mounds in the clearing to sweep up some valuable blue studs.)

Now walk Dr. Grant onto the loose dirt pile, unearth the raptor bones, and assemble the third raptor skeleton. When finished, Grant also snags a razor-sharp claw from the skeleton's middle toe. This unlocks Grant's raptor Claw, a super-handy tool that will prove very valuable.

Before heading back to help the guy trying to untie the rope knot, tag to Ellie and hop onto the newly-built raptor skeleton. Leap across to the ledge, smash the crate there, and assemble the build-it pieces into a ladder for Dr. Grant. Then work your way around the ledge smashing stuff, including a sand pile that you can rebuild into your second sandcastle (2 of 4).

Build the Thumper

Walk back to the worker at the pulley rope. Tag to Dr. Grant and step into the dino icon. Tap the button indicated to wield the raptor Claw and start slicing the rope. Keep tapping until the meter fills to finish the job. The attached equipment crates fall and form two platforms. Use the platforms to hop to the next plateau.

Follow the path leading right until you reach the site workers trying to put together a seismic “thumper”—a two-wheel vehicle that thumps the ground to create sound waves. These waves travel through dirt and bounce off of underground objects (like dinosaur bones), creating images so you can see what’s buried. Unfortunately, the thumper is missing a wheel and handlebars. Those two items now appear as icons at the top of the screen.

Continue rightward into the ravine. First, smash the sand pile and build your third sandcastle (3 of 4). Next, destroy the yellow wheelbarrow. Pick up its wheel, bring it back to the thumper, and install it on the vehicle. (This puts a checkmark on the wheel icon.) Head right again and approach the dense LEGO foliage. Grant's basic melee attack now uses the raptor Claw to slice through the vines. Grab the black handlebar stashed behind them.

When you install the wheel and handlebar on the thumper, the vehicle is ready to bounce! Mount the thumper and start bouncing across the ravine. Steer over the three cracked ground sections to smash them up. Thumping the third cracked section (in any order) reveals a buried dinosaur skeleton. It also triggers the arrival of a helicopter delivering a white-bearded passenger.

Reach the Dig Site Trailer

The copter arrival causes an accident—a supply truck loaded with gear and bone crates backs halfway off the cliff above Dr. Grant and Dr. Sattler. Walk Ellie Sattler into the jump circle and leap to the truck; she pulls off its tailgate and its load clatters to the ground. Tag to Grant and assemble the build-it pieces into a bounce pad. Use the pad to bounce to the upper camp.

MINIKIT: Slash the Vines

Use Grant's raptor Claw to slash through the vines behind the blue tent in the dig site's upper camp (left of the trailer) to find another Minikit.

Smash the sand pile in front of the trailer and build the final sandcastle (4 of 4). Then follow the trail of studs to the trailer. Inside, Dr. Grant and Sattler meet Mr. John Hammond...and a very old mosquito frozen in amber.

The Prologue ends with the scientists traveling via Hammond's helicopter to Isla Nublar, a tropical island off the coast of Central America. En route they meet Don Gennaro, a lawyer, and an eccentric "chaos" mathematician named Ian Malcolm.

Free Play Available!

Once "The Dig Site" section of the Prologue level is complete, you can access the Free Play terminal at the Isla Nublar hub. There you can choose to replay completed Story levels in Free Play Mode.

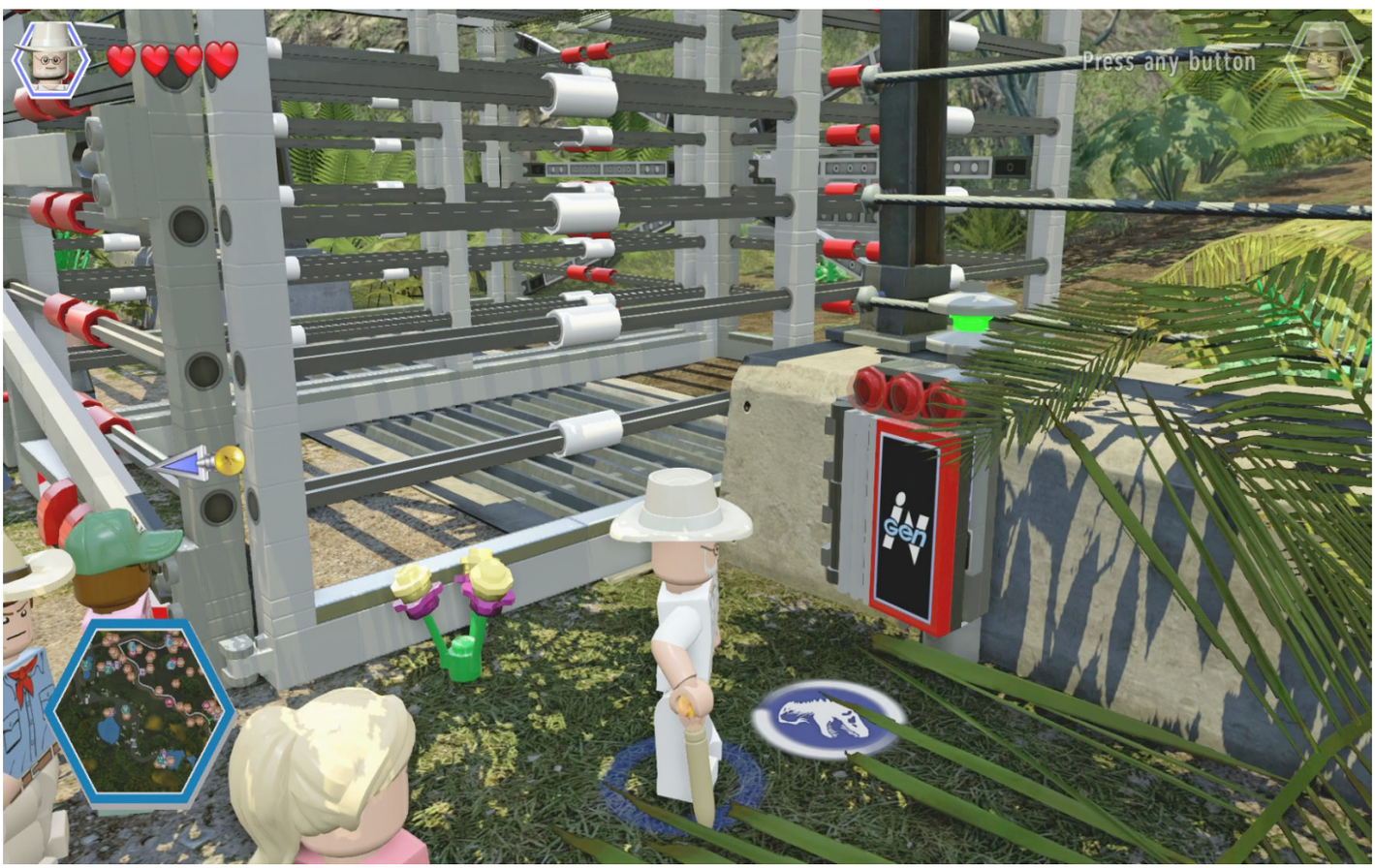
Hub Transit

To continue the story, you must navigate across the Isla Nublar hub, traveling from the copter pad through several gates to the Jurassic Park Visitor Center. Get ready to be amazed en route.

Icon	Story Characters	Abilities
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build
	Ellie Sattler	Droppings Rummage, Dino Heal, Plant Grow, Agile
	John Hammond	InGen Access, Walking Stick
	Ian Malcolm	None
	Donald Gennaro	None

Get to the Visitor Center

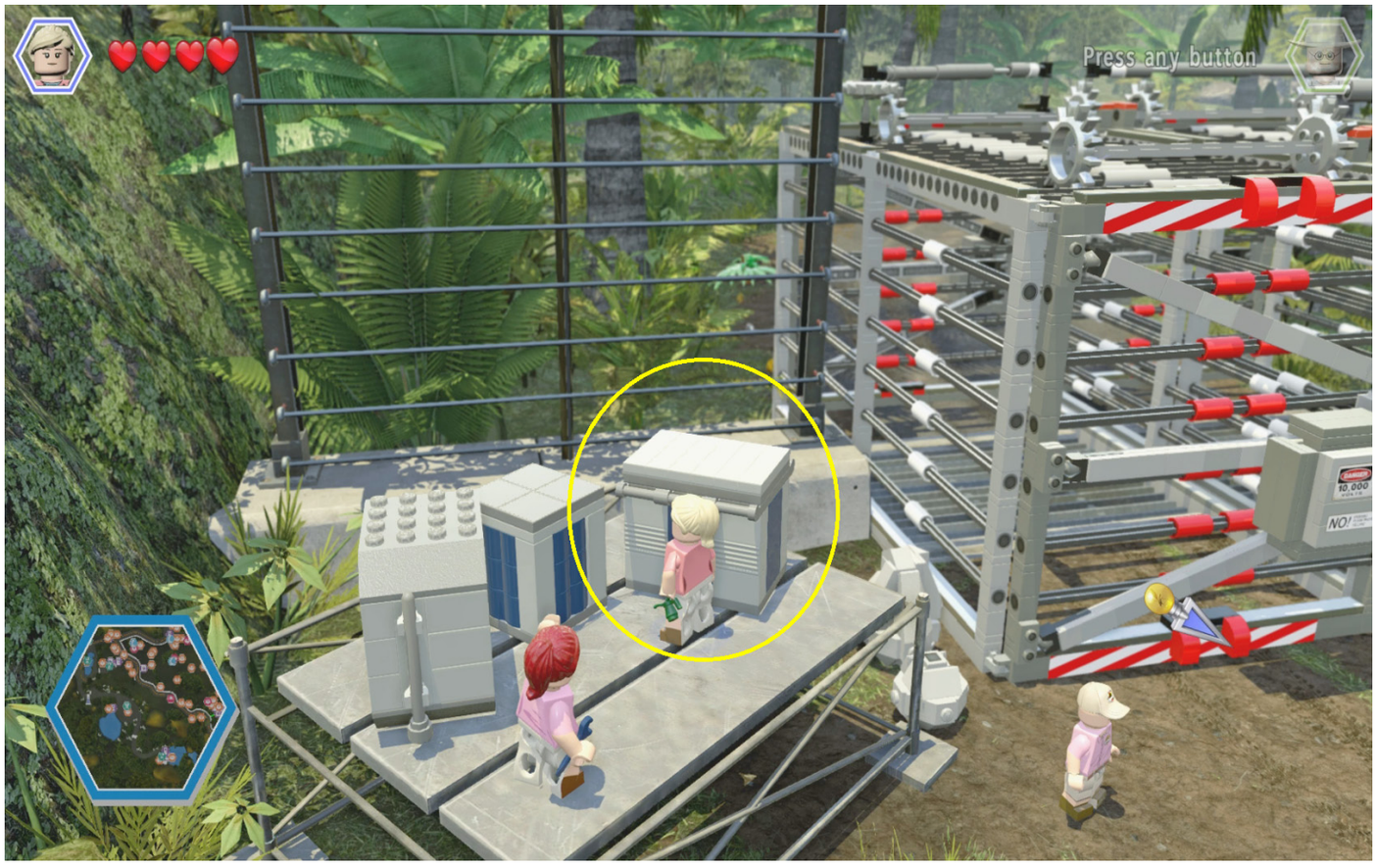
From the helicopter landing pad, head up the steps past the Jurassic Park sign to the two trucks and hop into one of them. (It doesn't matter who you control; the other characters all follow and jump aboard the trucks too.) Drive down the road, following the light blue stud route markers to the gate, which is stuck closed.



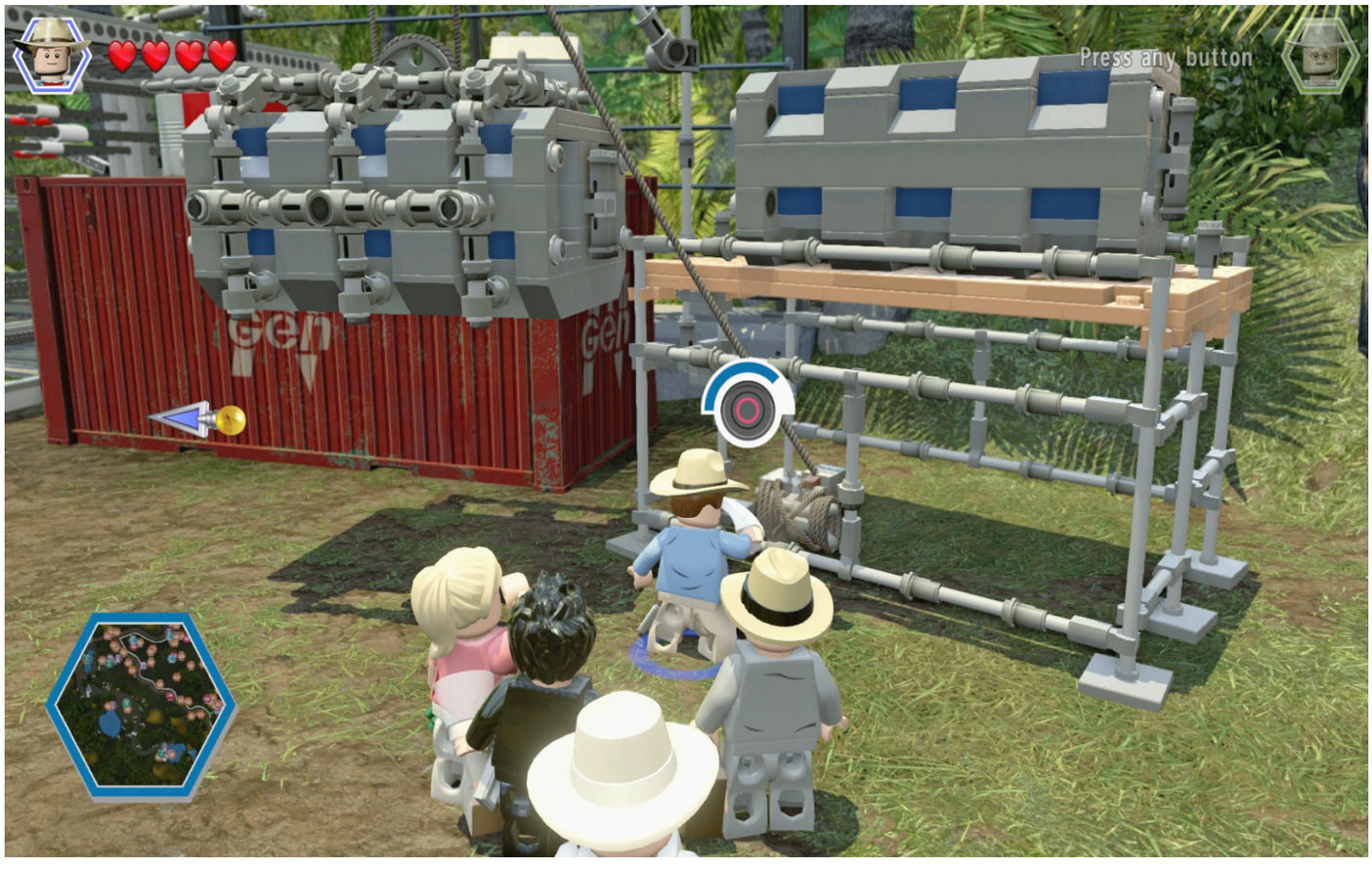
Hop out of the truck and tag to Dr. Alan Grant. Head to the gate's right side and smash the tropical LEGO plant next to the InGen control panel. Now Grant can dig into the dirt to uncover some missing pieces of the panel. Put them in place on the panel and then tag to John Hammond. Use the InGen control panel—a three-button code flashes onscreen. Enter the code on your controller to open the gate. Return to the truck and drive through.

Passing through the first gate triggers a spectacular cutscene. Watch as Hammond's stunned guests finally see what Jurassic Park is all about. When the scene ends, hop back in a truck and follow the light blue stud route to a second gate. This one's stuck shut too! It needs its gear assembly rebuilt.

Hop out and tag to Dr. Ellie Sattler. Jump onto the platform directly to the gate's left. Smash open the crate nearest the gate to unload the gear assembly's build-it pieces. Then use them to build the left half of the assembly above the gate.



Tag to Alan Grant and step into the dino icon at the rope to the gate's right. Slice through the rope to drop the large crate. Tag back to Ellie and jump atop the crate; then use the jump spot to leap across onto the InGen cargo container. Smash apart the equipment crate (nearest the gate) atop the container and assemble the build-it parts to complete the right half of the gate's gear assembly. The gates swing open!



Hop back in a truck and drive through the newly opened gates. Follow the light blue stud route to the front entrance of the Jurassic Park Visitor Center. Exit the truck and climb the stairs to the entrance. This triggers a scene: John Hammond gives his guests a tour of the most advanced amusement park ever seen, and then Mr. DNA explains how these dinosaur "attractions" have come to exist.

Hub Activities

You can explore the area around the Jurassic Park Visitor Center on this first visit, if you want. But we suggest you complete the Story Mode levels first and return later with a full collection of characters and special abilities at your disposal.

Check out “Isla Nublar 1” in our Hub Areas chapter to see all the stuff you can find and all the people you can meet (and rescue) around the center.

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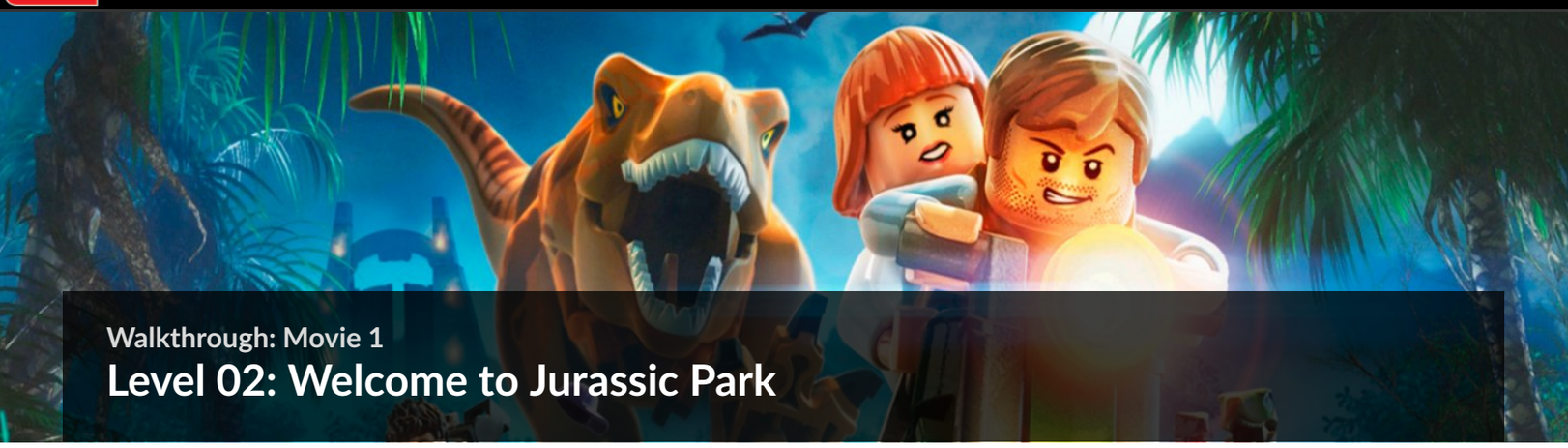
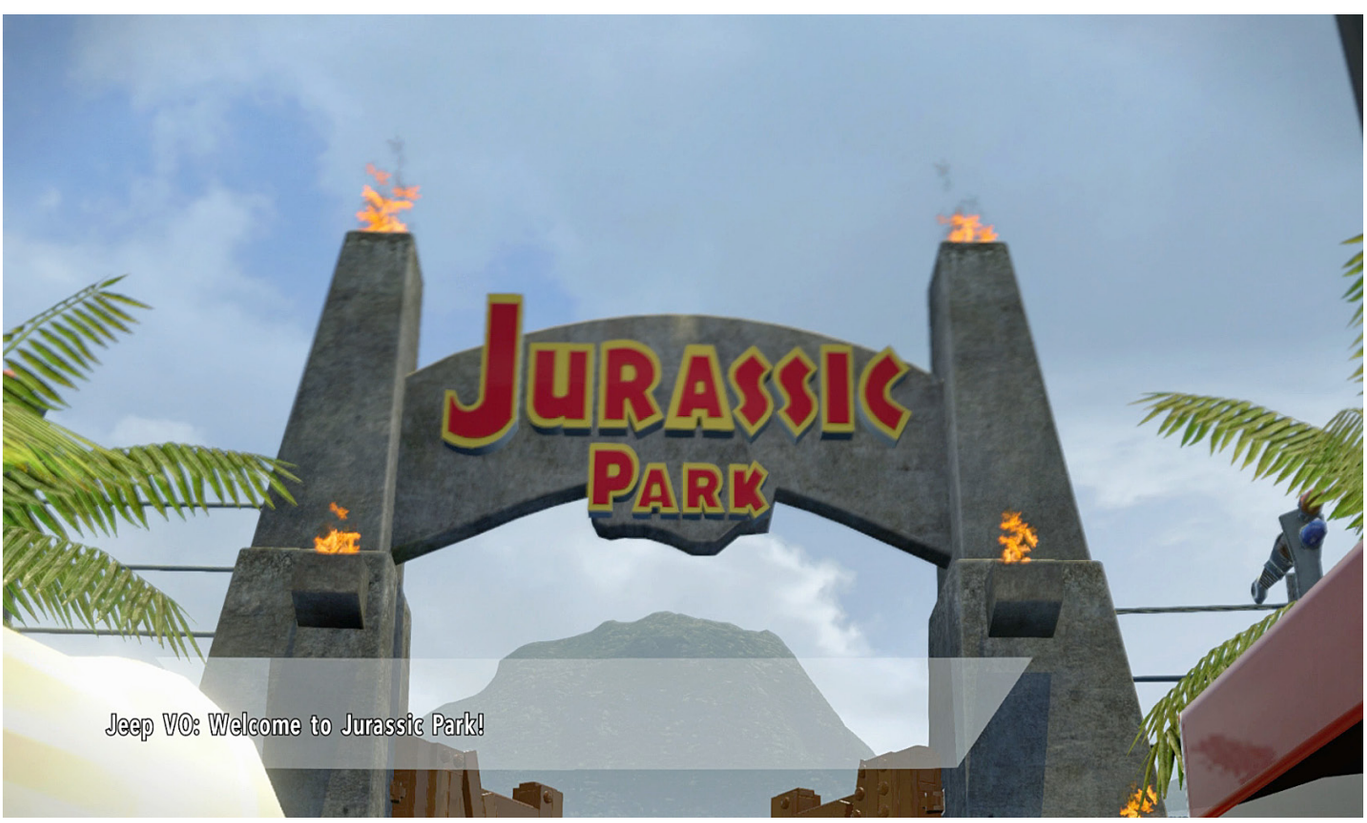


Walkthrough: Movie 1

Level 02: Welcome to Jurassic Park

Now it's time to get out and mix with the locals a bit. This level brings you in close contact with some of the park's amazing inhabitants, including a terrifying encounter with its main attraction.



True Survivor Stud Requirement
70,000 studs

Raptor Enclosure

You start back at the raptor pen. Robert Muldoon and his crew need to feed the hungry herd. As a truck loaded with live beef backs into the yard, Muldoon explains how Velociraptors are highly lethal hunters that move 50-60 miles per hour over open terrain. Good thing they're safely penned up in that paddock, eh?

Icon	Story Characters	Abilities
	Robert Muldoon	Tracker, Sharpshoot, InGen Access
	Dino Handler Vic	Electric Charge

Build a Cow Cage

Walk Muldoon downstairs to the cages on the ground. As the handler points out, they're too small. Fortunately, they're LEGO cages, so they're easy to modify! Smash them and reassemble the build-it pieces into a bigger cage. When you finish, part of the paddock control panel is flung from the new cage. A hint marker springs up next to it.

MINIKIT: Kill the Cameras!

Four annoying security cameras watch your every move as you go about your business in the yard. Use Muldoon's rifle to blast all four cameras and earn a Minikit. One camera is on the tower at the back of the enclosure; another is next to the security panel in front. Two more cameras overlook the lower yard.

Get the Cow into the Cage

Tag to Robert Muldoon and pick up the control panel, which becomes a tracking item. Follow the blue tracks until Muldoon unearths more pieces of the paddock control panel. Use them to fix the panel. Then step onto the dino icon and activate the InGen panel. Enter the three-button code that appears onscreen. (If you enter an incorrect code, just reactivate the panel and try again.) When the gate opens, enter the delivery yard.

Tag to Dino Handler Vic and use his stun rod on the charging slot in the truck. This releases the cow from the truck bed. Walk either character to the cow and press the Use button to mount the beast. Then guide the cow onto the cage platform you built earlier and dismount.

Suddenly, the crane operator has a nasty fall and cannot do his job. Tag to Muldoon, press the Aim button, and use the left stick to move the targeting reticle over the bull's-eye on the crane platform. Release the button to shoot the target, which lowers the ladder. Climb the ladder to the platform; then hop into the operator's seat.

Move the Cow Cage into the Raptor Pen

Use your left controller stick to guide the crane over the cow cage. It automatically snags the cage and lifts it. Use the stick again to swing the cage over the opening in the pen.

This triggers a cutscene: John Hammond arrives with his guests just as bovine chaos breaks loose in the enclosure. Then Hammond's beloved grandchildren, Lex and Timmy Murphy, arrive to join the park tour.

Triceratops Recovery

Now the group is ushered into driverless touring cars for transit into the park interior. The electric vehicles follow a system of tracks that run through various habitats. But just inside the main gate, the tourists spot a dino handler named Gerry Harding tending to a fallen dinosaur, a Triceratops.

Icon	Story Characters	Abilities
	Ellie Sattler	Droppings Rummage, Dino Heal, Plant Grow, Agile
	Gerry Harding	Tracker, Sharpshoot, InGen Access
	Triceratops	Charge

Heal the Triceratops

Dr. Ellie Sattler insists on helping Harding with the sick creature. The first step is a fun one: Walk Ellie behind the dinosaur and leap headfirst into a massive pile of its droppings. This reveals a green leaf the creature has eaten—a very bad leaf, as it turns out. It also reveals the curative items the Triceratops needs—the three items spinning above the prone beast.

Tag to Gerry Harding and pick up the leaf to learn that it's West Indian Lilac, toxic to animals. It's also a tracking item, and Harding is a tracker. Follow the blue tracks until Harding unearths the roots of a plant near a rock wall. Tag to Ellie and use her special ability to grow plants. She pours water on the roots and they spring up into a gigantic lilac. Climb the plant and hop over to the ledge.

Rummage in the big droppings pile with Ellie again. Amazingly, she pulls out a yellow ice pop. Go back and feed it to the Triceratops.

The dino eats it and the item disappears from the swirl above the dinosaur. Ellie notes that she's suffering from Melia toxicity. One ingredient down, two to go! Now head left to find another big droppings pile. Dive in with Ellie to find a carrot. Return and feed the carrot to the Triceratops. Two down, one to go!

Find the plant root marked by a dino icon at the back of the area and use Ellie's ability to water it into a three-flowered plant. Use the flowers as jumping pads to bounce onto the ledge. Tag to Harding, target the bull's-eye above the cave, and shoot it to release a rope. Climb the rope and hop across to the next ledge. Smash the LEGO tree with a berry in it. Tag to Harding and pick up the berry—it's another tracking item! Follow the blue trail until Gerry unearths another plant root. Tag to Ellie and grow the plant into a towering LEGO apple tree.

Smash the tree to knock its lone apple to the ground. Pick up the apple and take it to the Triceratops. When all three curatives have been delivered, the dinosaur hops to its feet feeling 100 percent better! The Triceratops also becomes a playable character, added to your character choice wheel.

MINIKIT: Boulder Charge

Three big boulders can be found in the area around the Triceratops. Tag to the dinosaur and charge the rocks to shatter them. Smashing all three boulders earns a Minikit. Two boulders are in the clearing where you first meet the Triceratops. One more is just across the river.

MINIKIT: Cave Mouth Smash

Right after you heal the triceratops, tag to the creature and use its Charge ability to smash open the cracked LEGO cave opening at the far right.

Get to the Northeast Compound

Gerry Harding notices a storm approaching. Time to hustle back to the Visitor Center. A cracked, fallen tree blocks the way out of the clearing to Harding's vehicle. Tag to the Triceratops and charge into the crack in the fallen tree's center. Unfortunately, the fearsome charge knocks debris into the vehicle, destroying it too.

Charge the Cracks

Cracked LEGO objects can only be smashed by a dinosaur charge. Run the beast at the crack and press your Charge button when close.

Keep control of the Triceratops and lumber across the next clearing. Charge into the crack in the tall dead tree at the river's edge. This knocks it down and forms a bridge across the river. Tag to Harding and use the build-it pieces to finish the bridge. Then move across the fallen tree to the other side. Tag to Ellie Sattler and grow the plant roots on the riverbank. This forms a bridge for the dinosaur.

Tag to the Triceratops, cross the new plant-bridge, and then find the area's exit gate. A fallen tree has disabled the gate control panel. Charge into the crack on the fallen tree. Tag to Harding and use the build-it pieces to fix the control panel. Then use Harding's InGen Access ability on the panel, enter the three-button code that appears, and enter the caged area: the northeast compound.

Find a Shortcut to the Visitor Center

The compound is deserted and the walkway ladder is raised. But you can tag to Harding and shoot the bull's-eye target to lower the ladder. (Don't miss the growable plant root in the front-left corner before you move on.) Climb to the walkway and move into the next cage. Here you learn that the car is gone!

MINIKIT: Water the Plant

Send Ellie Sattler to water the plant root in the first cage of the northeast compound. It grows into a flower with a Minikit inside! Jump up and grab the kit for your collection.

Tag to Ellie and head across the cage to the glowing jump point. Hop up the crate stack to the gadget-filled box at the top and push it off the checkerboard slide platform. Jump down and use the build-it pieces to repair the nearby twirl switch. Hop onto the platform and push the twirl switch in a circle until the stall gate opens.

Send Ellie into the stall and droppings rummage for the crank handle. Place the handle in the gate winch next to the ladder; then rotate your controller stick as indicated onscreen to turn the crank and open the gate. Your Triceratops buddy gallops into the corral. Tag to the Triceratops and charge into the cracked wall section (circled in our shot) to smash it open.

Then tag to Harding and exit the compound via the new hole. This triggers the level-ending cinematic. Watch Jurassic Park's computer specialist, Dennis Nedry, scheme with a shadowy phone contact as the park cameras show the touring cars enter the Tyrannosaurus paddock.

AMBER BRICK: Complete the Level!

Completing the "Triceratops Recovery" level automatically earns you the Amber Brick (nabbed as you exit the compound) that contains the DNA for the Triceratops! Now you can spawn that powerful tri-horned breed in the island's Dino Spawners.

Hub Transit 2

Alan Grant and Ian Malcolm stand next to one of the Jurassic Park electric touring cars. They're a short distance behind another car that transports Hammond's grandkids, Lex and Timmy. The sky is slowly darkening as the powerful storm approaches.

Icon	Story Characters	Abilities
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build
	Ian Malcolm	None yet

Work Around the Rockslide

Hop in the touring car and drive forward until you reach the other car, which is stalled by a rockslide that blocks passage. Hop out and use the nearby staircase to descend into the enclosure. Follow the calls for help to find a worker hanging by one foot from a rope. Tag to Dr. Grant (if you haven't already), step onto the dino icon, and use the raptor Claw to slice the rope.

WORKER IN PERIL: Cut Down the Worker!

Every time you rescue a worker in peril, you earn a Gold Brick. Cut down the fellow caught in the rope to pick up the reward.

The freed worker offers to return the favor by letting you use the paddock's Dino Spawner. Follow him to the blue/white platform and assemble the build-it pieces into a control console. Then use the console to spawn a dinosaur. Right now, the only one available is the Triceratops. She'll do nicely for the next couple of tasks.

K.O. the Dilophosauruses!

Tag to the Triceratops and smash through the cracked part of the fallen tree blocking off the rest of the enclosure. Proceed as dinosaur into the arena and use your charge to attack the three green Dilophosauruses running loose. (One good strike knocks out each foe.)

When the final Dilophosaurus drops, the trapped worker on the platform drops a ladder into the enclosure. Climb the ladder and the stairs to the road; then head left toward the other side of the rockslide.

Send Alan Grant to the loose dirt pile on the rockslide's left end. Use his Excavate ability to dig up the build-it pieces, and then assemble them into a jackhammer. Gary the worker grabs it and hammers the rockslide into pebbles and dust. As he puts it: "Rock zero, Gary one."

Now go back to your touring car and hop in. Follow the car with the kids down the rail and through the gate into the T. rex enclosure to trigger the next level's opening cinematic. The rain sure is falling harder now, isn't it?

Walkthrough: Movie 1

Level 03: Park Shutdown

As Nedry slips away to nab and deliver the stolen goods, he deactivates the park's security system. All the electrified fences across Jurassic Park—including the one around the Tyrannosaurus paddock—start losing power. If that wasn't bad enough, the storm is gaining intensity.

True Survivor Stud Requirement
80,000 studs

T. Rex Enclosure

Okay, so it's not looking good for Lex and Timmy. Better move fast to save them or that T. rex will soon be adding meat to his electric car sandwich.

Icon	Story Characters	Abilities
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build
	Ian Malcolm	Illumination (Flare) (acquired during scene)
	Lex Murphy	Scream, Hacker, Agile, Baseball Sharpshoot
	Timmy Murphy	Bone-Build, Night Vision Goggles, Small Access

Distract the T. Rex

Send Alan Grant around the T. rex to the back-left corner of the area. Use Grant's raptor Claw to slice through the wall of LEGO vines (circled, left). Smash the red vehicle behind the vines and grab the red wheel handle that bounces off. Then use the wheel handle on the nearby switch mechanism (circled, right) and rotate your left controller stick as shown to open the drainage pipe just to the right.

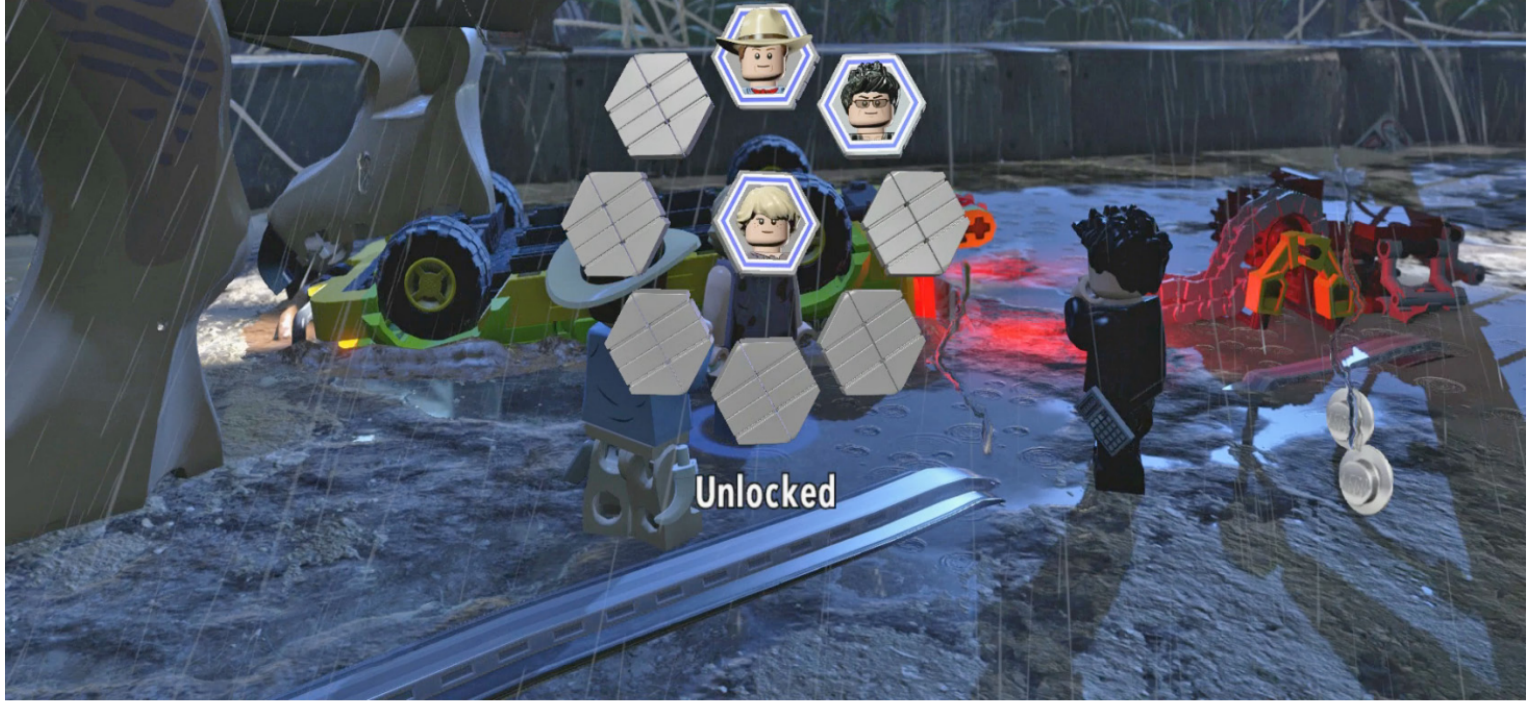
When the water drains, go assemble the build-it pieces that appear on the ditch's right edge. Step into the dino icon in front of the contraption and use the switch to activate the device. It opens and releases a perfect distraction item that draws the T. rex away from the car with the trapped Murphy kids.

Purple Stud

Look for a valuable purple stud inside the arch at the rightmost end of the road.

Pull Lex from the Car

Send Grant to the overturned car and excavate the loose dirt to unearth some build-it pieces. Assemble them into a lever with a bounce pad. Jump on the pad to lift the car enough so Lex can crawl halfway out. Walk to her and start tapping the button prompt to pull her out. This unlocks Lex Murphy as a playable character and she appears in your character selection wheel.



Lure the T. Rex from Timmy

Tag to Lex Murphy and walk her behind the second car (the one not crushed). One of Lex's special abilities is a high-pitched scream that can shatter glass. Hold down the Ability button until the meter fills to unleash the scream at the back windows of the second car. When they shatter, the car alarm goes off. This draws the monster's attention. Then Ian Malcolm pulls out a flare and runs off with the T. rex in hot pursuit.

Now you have time and space to operate. Assemble the build-it pieces that the dinosaur knocked off the front of the car to make a winch and pulley. Approach the pulley and tap the button prompt to pull the hook all the way to the crushed car and latch it on. Go back to the upright car and use the winch to pull the crushed car out of the mud. Now you can try to pull Timmy out.

Unfortunately, when you start pulling Timmy's hand, the T. rex reappears. This triggers a wild scene: Lex and Dr. Grant try a variety of tools to free Timmy, but to no avail. Then the dinosaur, fed up with the situation, flings everyone off his bridge.

Rescue Timmy

Alan Grant and Lex Murphy end up on the ground below the bridge. Poor Timmy, however, is stuck in the car, tangled in vines fifty feet up a towering tree.

Icon	Story Characters	Abilities
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build
	Lex Murphy	Scream, Hacker, Agile, Baseball Sharpshoot
	Timmy Murphy	Bone-Build, Night Vision Goggles, Small Access

Buddy Boost into the Tree

Send Alan Grant to the far left and excavate the loose dirt in the cleft of the tree root. Grant unearths a red wheel handle. Bring the wheel back to where you started and use it on the drain switch station. This releases water and a pile of bone debris.

Assemble the bone build-it pieces into a Buddy Boost. Tag to Lex Murphy, step onto the Buddy Boost's green platform, and press the Use button; Lex gets ready to boost Grant. Tag to Grant, step on the green platform, and hit the Jump button. Lex flings Grant to the owther end of the Buddy Boost; when he lands, the Buddy Boost flips Lex to a platform in the tree! You automatically tag back to Lex.

MINIKIT: Free the Pig!

Look for a pig stuck in the vines on the far left side of the area. Use Dr. Grant's raptor Claw to slice through the plants and release the pig. This earns you a Minikit. Tip: You can also find a purple stud hidden behind the big tree root just to the right of the pig!

Climb to Timmy

Now it's time for some fun acrobatics. Use the jump point (the glowing circle) to hop rightward to grab the swing pole, and then flip over to the next platform. Hold down the Aim button, target the bull's-eye, and release to fling Lex's baseball. This knocks down some build-it pieces. Assemble them into a rope ladder that drops down for Alan Grant.

Tag to Grant, climb the ladder, and use his raptor Claw to cut the vines. This releases a green rope. Tag to Lex and jump to grab the rope. Start swinging and leap leftward to the next rope. Use that to swing and leap over to the next platform.

Now you can hop up a series of four LEGO grapple points attached to the tree trunk. Just jump from handhold to handhold until you reach the next platform. Fling Lex's baseball at the bull's-eye target to lower the branch walkway over the gap. Follow the walkways to the next platform.

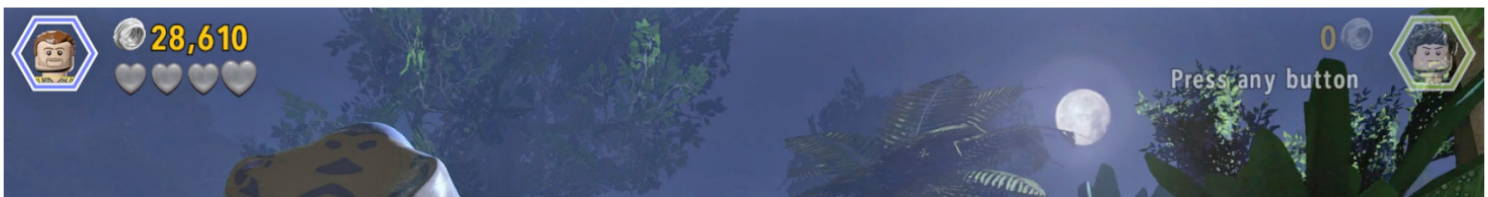
Tag to Dr. Grant and cut through the wall of LEGO vines to uncover the build-it pieces. Assemble them into a bounce pad, tag to Lex, and use the pad to jump/bounce up and grab the green rope. Swing and leap to the next platform. Hop carefully across the series of three LEGO bricks to reach the next platform. Finally, leap to the flower pad and use it to bounce onto yet another platform.

Here is your first pair of “agility walls.” Use Lex to work upward by hopping back and forth from wall to wall until she reaches the walkway at the top. Grant can’t execute this parkour-style move, so fling Lex’s baseball at the nearby bull’s-eye target to release a rope that drops to the good paleontologist.

Tag to Dr. Grant and climb the rope. Cut through the vines to lower Timmy’s car a bit. Then tag to Lex and use her Scream ability to shatter the LEGO glass of the car windows.

This triggers a pair of cinematic sequences: First, Timmy finally makes it to the ground, as do the remains of the car. Then we see Ellie Sattler and Robert Muldoon try to rescue the fallen Ian Malcolm…and the chase is on!

T. Rex Chase



This quick bonus level gives you an opportunity to have some scary fun while seriously padding your bank account. Robert Muldoon drives a park truck down a dark, muddy road with passengers Ellie Sattler and Ian Malcolm. Their good buddy, Mr. T. rex, wants to catch up and chat about meal preferences.

Icon	Story Characters	Abilities
	Robert Muldoon	N/A
	Ellie Sattler	N/A
	Ian Malcolm	Throw Flares

Drive Through Goodies

This is a true bonus round because the pursuing T. rex cannot catch you, even if you just sit back and watch without moving the control stick. (The beast does head butt your vehicle a few times, but the truck doesn't stop.) But taking that approach would be a shame, because many, many studs line the route. Steer carefully and you can accumulate a lot of LEGO cash!

The secret is to watch the road carefully. Most of the studs are arranged in groups. Most groups start with a single line of silver/gold studs. So when you see the beginning of a single line of studs on the road, quickly swerve the truck to align with it. Then swerve back to the center of the road and watch for the next line of studs to appear.

You can't see the stud arrangements coming in advance, so you have to be quick and precise with your steering. Sometimes the stud groups alternate back and forth between sides of the road. Occasionally, however, two or three groups will be lined up in a row on the same side of the road.

Nail the T. rex with Flares

You can also tag from the driver, Robert Muldoon, to Ian Malcolm. Ian has a supply of flares. When controlling him, use the left stick to move the aiming reticle, and press the Attack button to fling a flare at the pursuing monster! (See the following Minikit section.)

MINIKIT: Three Flare Hits

Tag to Ian Malcolm right away. When you do, a red target appears in the T. rex's mouth whenever it roars. Use the left stick to aim at that red target; then press the Attack button to toss flares. If you hit the red target three times, you earn a Minikit and unlock the Dilophosaurus.

At one point, the road splits into two halves. If you stay to the right, you can hit several twin sets of blue studs plus one purple stud near the end of the path split. But if you stay left, you line up better to hit the Amber Brick available in this chase sequence.

AMBER BRICK: Steer to the Left!

The road splits into two parallel paths twice. Stay as far left as possible and follow the line of studs to an Amber Brick at the top of a staircase!

When you finally lose the T. rex, watch the level-ending scene: John Hammond and the park's chief engineer, Ray Arnold, decide that the only way to override Dennis Nedry's dirty work is to shut down the entire system then reboot.

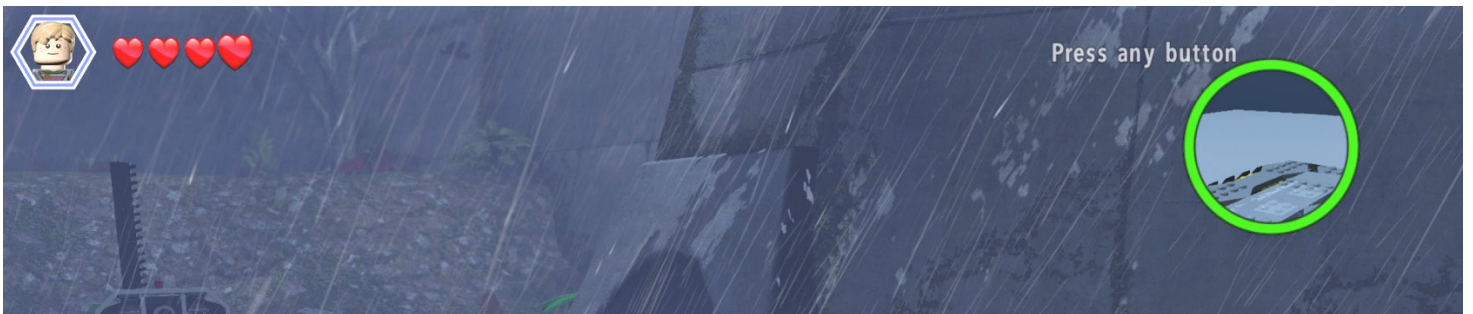
After the shutdown, Arnold heads off to the maintenance shed to restart the power and John Hammond sends everyone else to an emergency bunker. Meanwhile, Nedry gets his just rewards.

Hub Transit 3

Alan Grant and the Murphy kids still need to work their way out of the dark and stormy jungle. The trio features a nice mix of special talents, however. Be sure to tag-team your way through this tricky section of the hub.

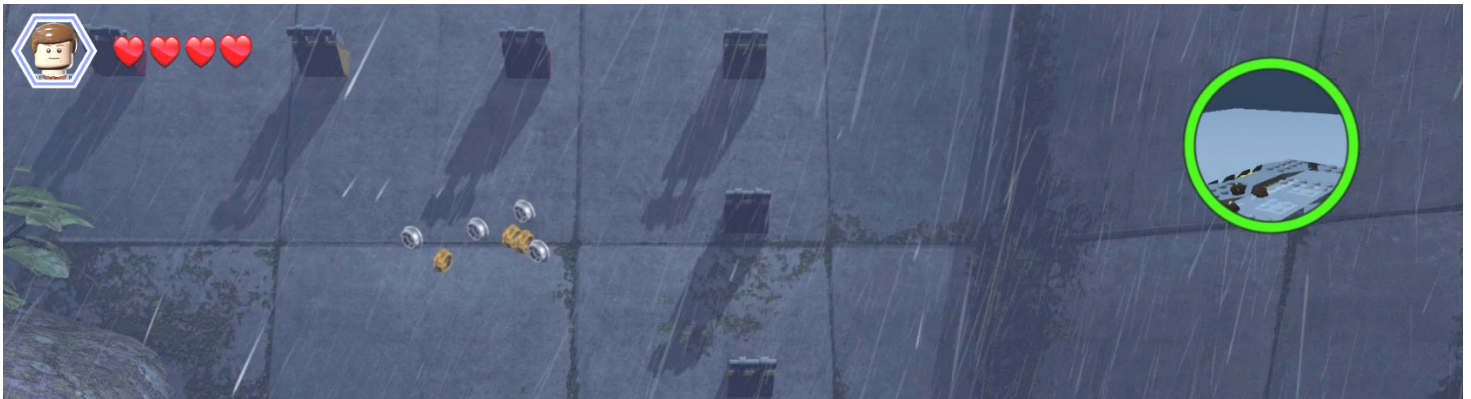
Icon	Story Characters	Abilities
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build
	Lex Murphy	Scream, Hacker, Agile, Baseball Sharpshoot
	Timmy Murphy	Bone-Build, Night Vision Goggles, Small Access

Cross the Canal



First, hop into the nearby drainage pipe and snag that purple stud just down the tunnel. Next, for fun, you can smash the car and rebuild it into an ice cream truck. Then follow the path to the access hatch near the water channel. Tag to Timmy Murphy and use his Small Access special ability to enter the hatch.

Timmy emerges from a vent across the channel. Approach the bridge mechanism and turn the valve switch to raise the bridge. Grant and Lex automatically come across, but an earthen wall blocks the way forward.



Tag to Alan Grant and dig up the loose dirt pile to unearth the build-it pieces. Use them to build a series of LEGO handholds on the concrete wall. Then jump from block to block to get past the earthen wall.

Cross the River

Up ahead, a swift stream winds back and forth, forcing you to cross it several times. Proceed down the path, but be sure to veer left into the dead end filled with blue LEGO plants. Smash them to discover a stash that includes three blue studs. Continue on to the stream and walk carefully across the crude bridge of wood and vines. At the next crossing, use the lily pads to jump to the other side.

Tag to Lex and follow the path to one more crossing. Target the bull's-eye on the tree across the stream and nail it with Lex's baseball to lower a vine. Jump Lex up to grab the vine and swing across to the other side. Continue down the path to the loose dirt pile, tag to Dr. Grant, and dig up the build-it bone pieces.

Assemble the pieces into a ladder and climb it; then jump through the torn section of the fence. Proceed to the wall of vines and use Grant's raptor Claw to slice through the plants. Continuing down the path beyond triggers another exciting bonus chase sequence. Get ready to run!

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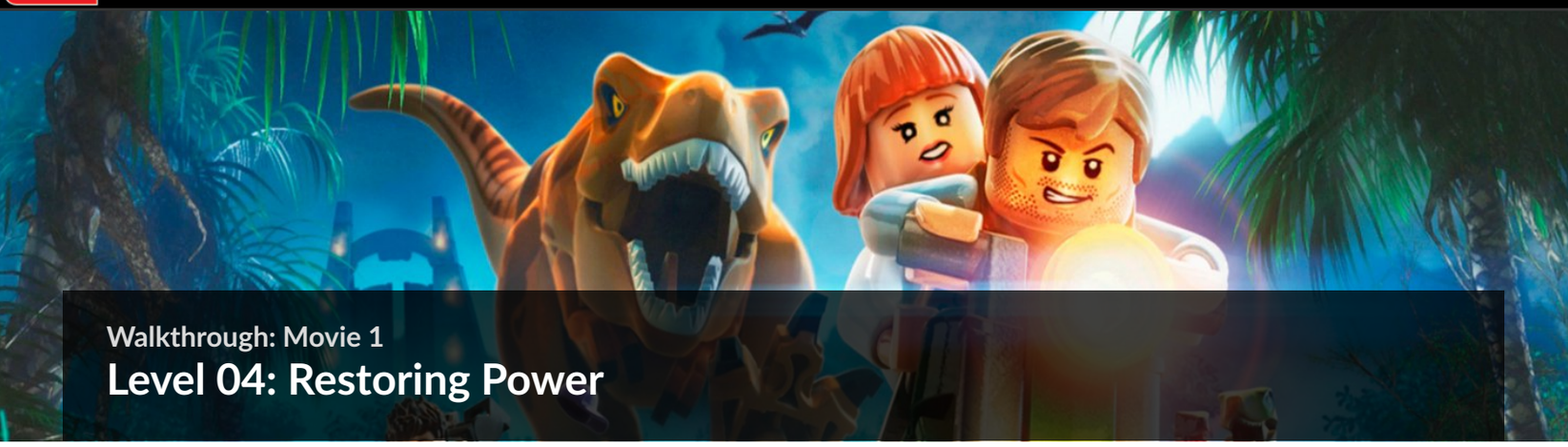


Walkthrough: Movie 1

Level 04: Restoring Power

It's been a long night for Timmy, Lex, and Dr. Grant. As morning light breaks, they're still a mile from the Visitor Center, trudging along a grassy valley.

True Survivor Stud Requirement
42,000 studs

Gallimimus Chase

Suddenly, a large flock of ostrich-like dinosaurs called Gallimimus comes galloping at Dr. Grant and the kids. As Grant points out, they're acting as if something is chasing them. Run!

Icon	Story Characters	Abilities
	Alan Grant	N/A
	Lex Murphy	N/A
	Timmy Murphy	N/A

Run!

This chase is similar to the T. rex chase earlier in that you can simply let your character run without touching the controller and you'll still finish the sequence. However, like the T. rex chase, if you steer your runner down the lines of studs that appear, you can pocket a lot of change. Try to avoid the running dinosaurs that pass you. If you collide, your runner stumbles briefly.

MINIKIT: Smash Three Signposts

Five wooden signposts line the chase route. If you smash through three of them with a character you contorl, you earn a Minikit. The first one is at the far right not long after the chase starts. The second sign is to the far left just before you drop down the rocky hill. The third is on the far-right side soon after, so veer across the path quickly! The fourth signpost is back over on the far-left side, just as the camera starts swinging to a side view. The fifth signpost is on the far side, opposite the camera, when the chase is in full side view.

MINIKIT: Running Log Jump

As you flee the Gallimimus flock, a number of logs are strewn across the route. Hovering above each log is a blue stud—except for the fifth log in the chase. A Minikit floats above that one. Don't miss it!

Jump!

The chase takes you past a series of fallen logs scattered along the route. Every log except one has a single floating blue stud centered above it. (The fifth log has a Minikit instead.) If you time your leap over the log just right, you can snag the stud. A line of gold/silver studs leads directly to each log. Scoop them all up!

When the chase ends, your threesome finds out why the Gallimimus are running.

Maintenance Shed

Ray Arnold hasn't reported back to the emergency bunker, and the power is still out. As Ellie Sattler and Robert Muldoon head to the maintenance shed to investigate, John Hammond and Ian Malcolm pull out the building's blueprint to give directions via Ellie's radio headset.

Icon	Story Characters	Abilities
	Ellie Sattler	Droppings Rummage, Dino Heal, Plant Grow, Agile
	Robert Muldoon	Tracker, Sharpshoot, InGen Access

Open the Security Gate

Tag to Dr. Sattler, who carries a flashlight, and use her as your primary character while moving through the dark areas until Muldoon's skills are needed. Go downstairs and turn right to acquire an Amber Brick (see sidebar); then head left until you reach the open gate in the chain-link barrier.

Amber Brick: Odd Droppings

Just down the first staircase and to the right in the maintenance shed, find a pile of dinosaur droppings. Have Ellie go elbow-deep to pull out an Amber Brick. This brick gives you access to Velociraptor DNA.

MINIKIT: Shoot the High Steam Pipes

Shoot four steam pipes with red valve wheels up on the ceiling to earn a Minikit. One is directly above you when you start the level (seen in the screenshot). The second red valve is at the bottom of the entry stairs and to the right, above the droppings pile where you find the Amber Brick. The third valve is on the ceiling just outside the opening in the chain-link fence where you enter to find the tracking item. The fourth red valve is in the lower corridor, above the alcove to the left where you find the second droppings pile.

Shoot the High Stuff

Use Muldoon's rifle to blast anything that you can target up high in the maintenance shed. Lots of studs are stored up there.

Tag to Muldoon, enter the back room, and smash the barrel to reveal a tracking item: a pair of glasses. Pick them up and follow the blue glowing trail until Muldoon digs in a pile of trash to find a key. Exit the back room and use the key to open the heavy security gate.

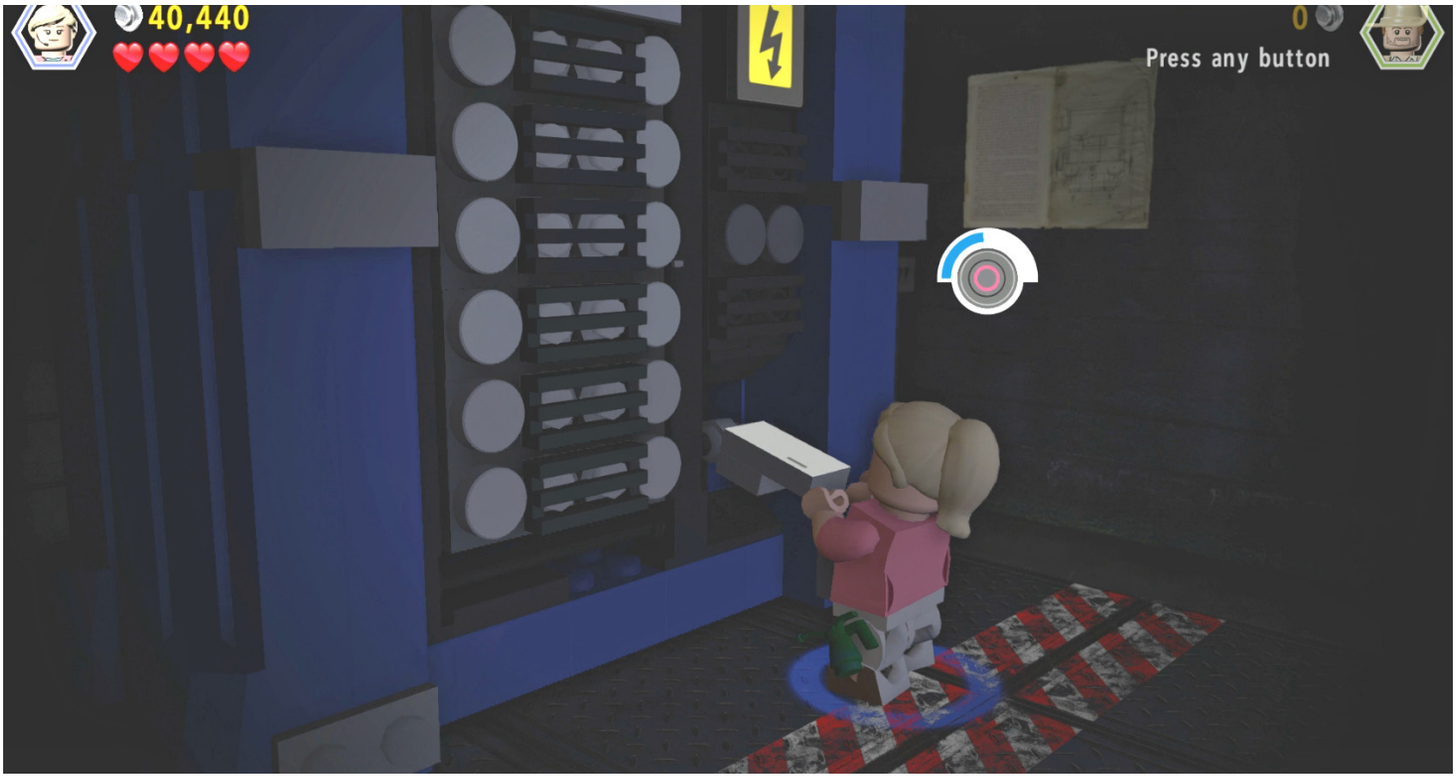
When you enter the next room, a big floor gap halts your progress. Malcolm tells you to follow the large bundle of cable and pipes above you. Use Muldoon's rifle to shoot the bull's-eye near the big blue ceiling pipe. When the pipe falls, use the build-it pieces to construct a ramp up the pipe, and then use it as a bridge across the gap.

Get Past the Steam Valves

Now a series of valves venting hot steam blocks your progress down the walkway. Wait until the first valve stops shaking, then hustle past. Tag to Ellie, veer left, and jump to grab the red and yellow bar. Hanging on the bar pulls down the yellow pipe above, disconnecting the steam from the second valve. As Ellie hangs from the bar, tag to Muldoon and walk to the red valve wheel on the right. Turn the wheel to cut off steam to the valves in the area. Continue along the walkway to the next steam valve and use Muldoon's rifle on the bull's-eye target to disable it.

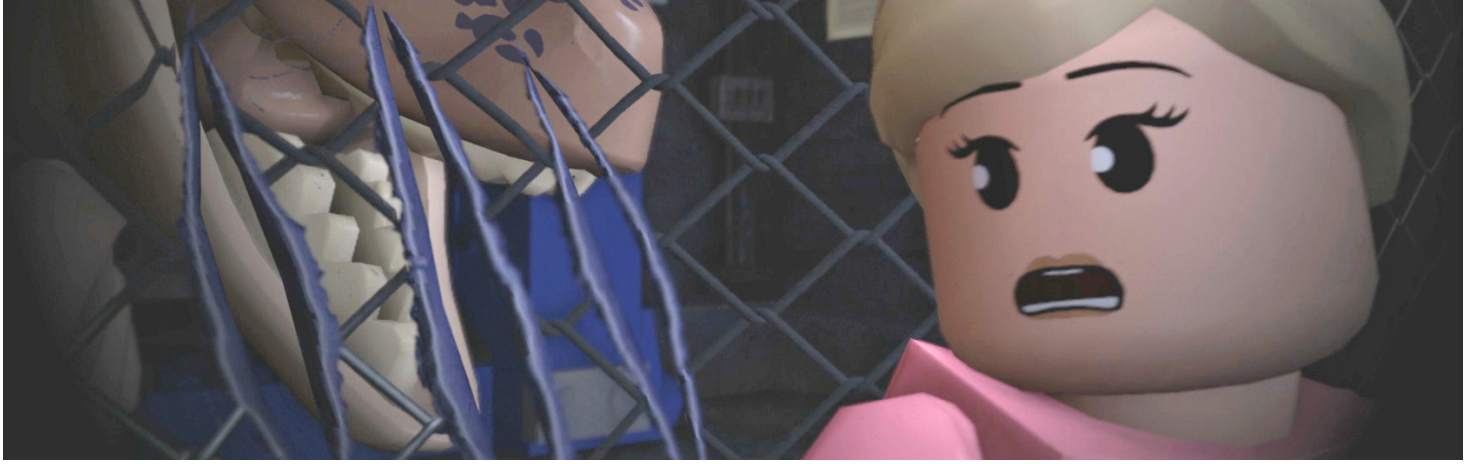
Fire Up the Generators

Proceed down the corridor to the pink/blue bar hung above the chain-link barrier. Tag to Ellie and jump to the bar; then flip over into the generator room.



Inside, go to the glowing jump point and leap up to pull down the bar. The generator switch panel slides open. Assemble the build-it pieces into a primer handle; then use it to pump up the charge.

When the power comes back on, Ellie and Muldoon find Ray Arnold. They also discover why Arnold didn't finish his task.



The Raptor Pack

Ellie Sattler and Robert Muldoon must traverse the muddy jungle path from the maintenance shed back to the emergency bunker with a pack of hungry raptors on their trail!

Icon	Story Characters	Abilities
	Ellie Sattler	Droppings Rummage, Dino Heal, Plant Grow, Agile
	Robert Muldoon	Tracker, Sharpshoot, InGen Access

Ascend the Cliff

Tag to Muldoon and move down the path, hopping the fallen tree to reach the low cliff. Smash the LEGO plant in the corner to reveal a tracking item: a flower bud. Pick it up and follow the blue trail to the plant root. Tag to Ellie and water the root to grow a huge flowering vine.

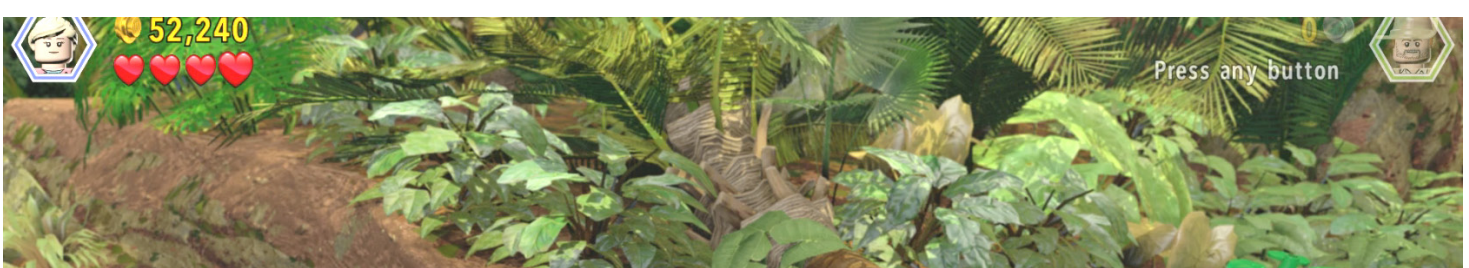
MINIKIT: Shoot Four Nests

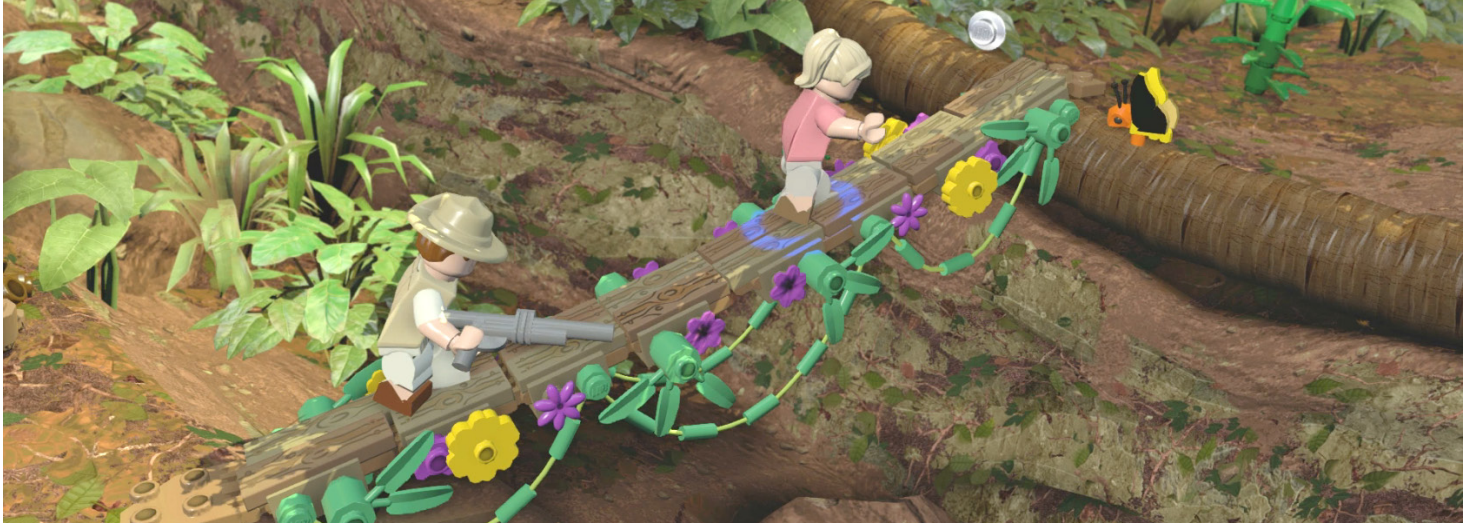
Shoot the four egg-filled bird nests up high along the route to earn a Minikit. The first one is above the log across the path near the start. The second is up in a tree near where the first raptor leaps out and attacks on the path. The third is above the big droppings pile. The fourth is just across the bridge from the droppings pile, up high to the right.

Move Ellie into the glowing jump point. Then use the blue pistils extending from the flowers as twirl poles, swing-jumping from pole to pole to reach the top of the cliff. Smash the LEGO plant at the cliff's edge and water the root to grow another huge plant with wide flower platforms that Muldoon can hop up.

Fight Off the Raptors!

Climb the path to the left and shoot the bull's-eye target on the tree to release a green vine. Hop to the vine and use it to swing-jump across the gap. Continue along the muddy path until a raptor attacks. Rapidly tap the buttons indicated onscreen to fight off the beast!





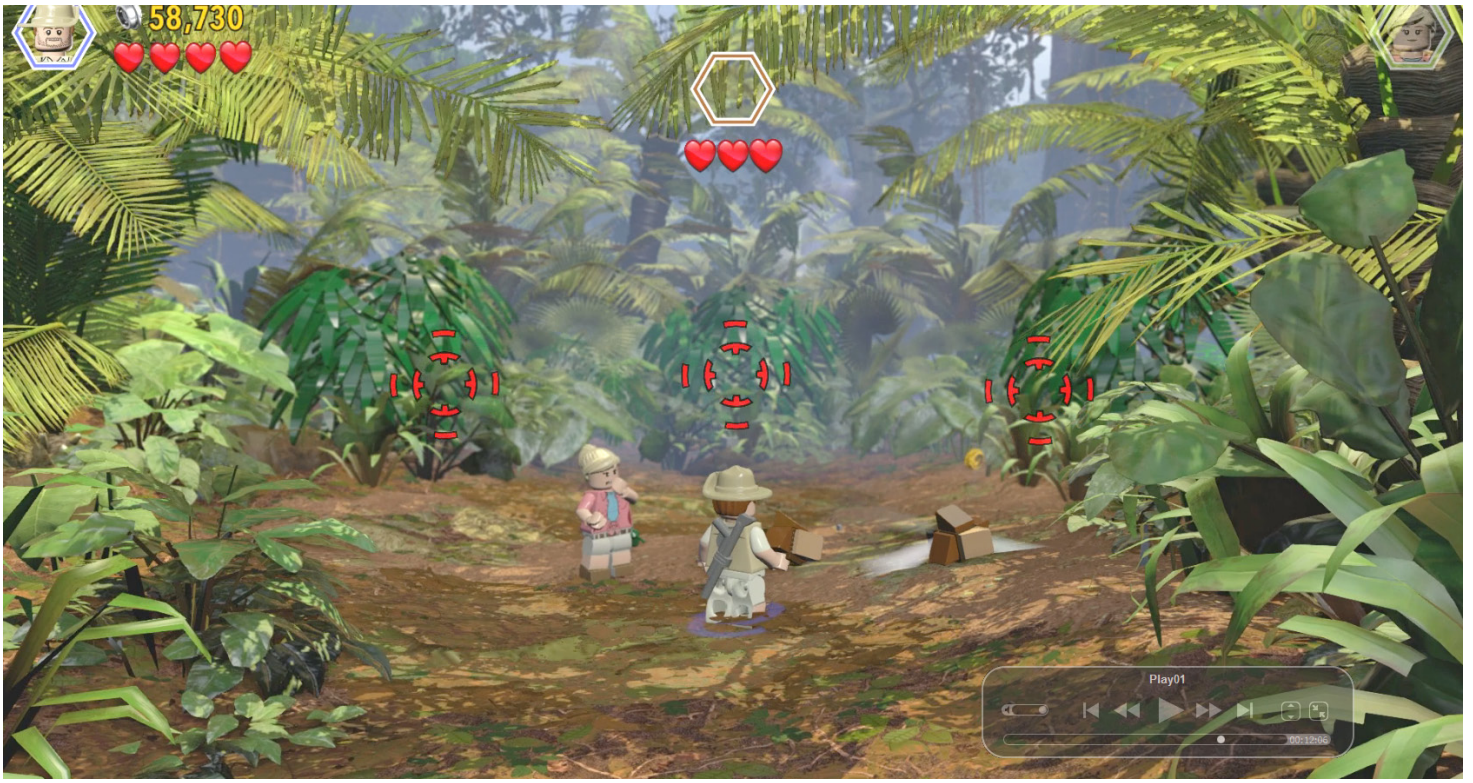
Tag to Ellie and continue up the path to the large droppings pile. Rummage in the pile to extract wood and vine build-it pieces; then assemble those into a footbridge across the next gap. Walk across and continue onward. Be ready! When you reach the blue stud in the path, another raptor attacks. Fend it off the same way you did the first one.

Move the Boulders

Proceed to the LEGO plants and smash them to reveal the boulders blocking the path. Assemble the build-it pieces into a big lever. Use the glowing jump point to hop onto the red spot on the platform. The platform lowers and the lever pries the boulders loose.

Slide down the slope after the boulders. Tag to Muldoon, pick up the tracking item (a raptor Claw), and follow the blue glowing trail until another raptor attacks. Again, rapidly tap the buttons indicated to fight off the dinosaur. This time, watch carefully when the raptor retreats! It disappears into the bushes, but you can see them rustling as it scurries around. Note what bush moves last before the rustling stops.

Rock the Raptor Pack



Your next task is to nail the raptor three times with a thrown rock. Pick up one of the rocks on the ground, hold down the Aim button, and move the targeting reticle over the last bush that moved when the raptor was rustling around. You have three choices, each marked by a red targeting reticle.

If you throw at the wrong bush, the raptor leaps out of hiding and attacks! Fight it off by tapping the buttons indicated. But if you throw at the correct bush, you nail the raptor! The beast pops up, stunned, with stars swirling around its head.

Once hit by a rock, the raptor rustles back and forth through the bushes to another hiding spot. Watch carefully again to identify the bush that moves last. Then throw another rock at that bush. Once you nail the raptor three times, you trigger the level-ending cinematic: Ellie has time to escape while Muldoon covers her retreat by holding off the pack.

Hub Transit 4

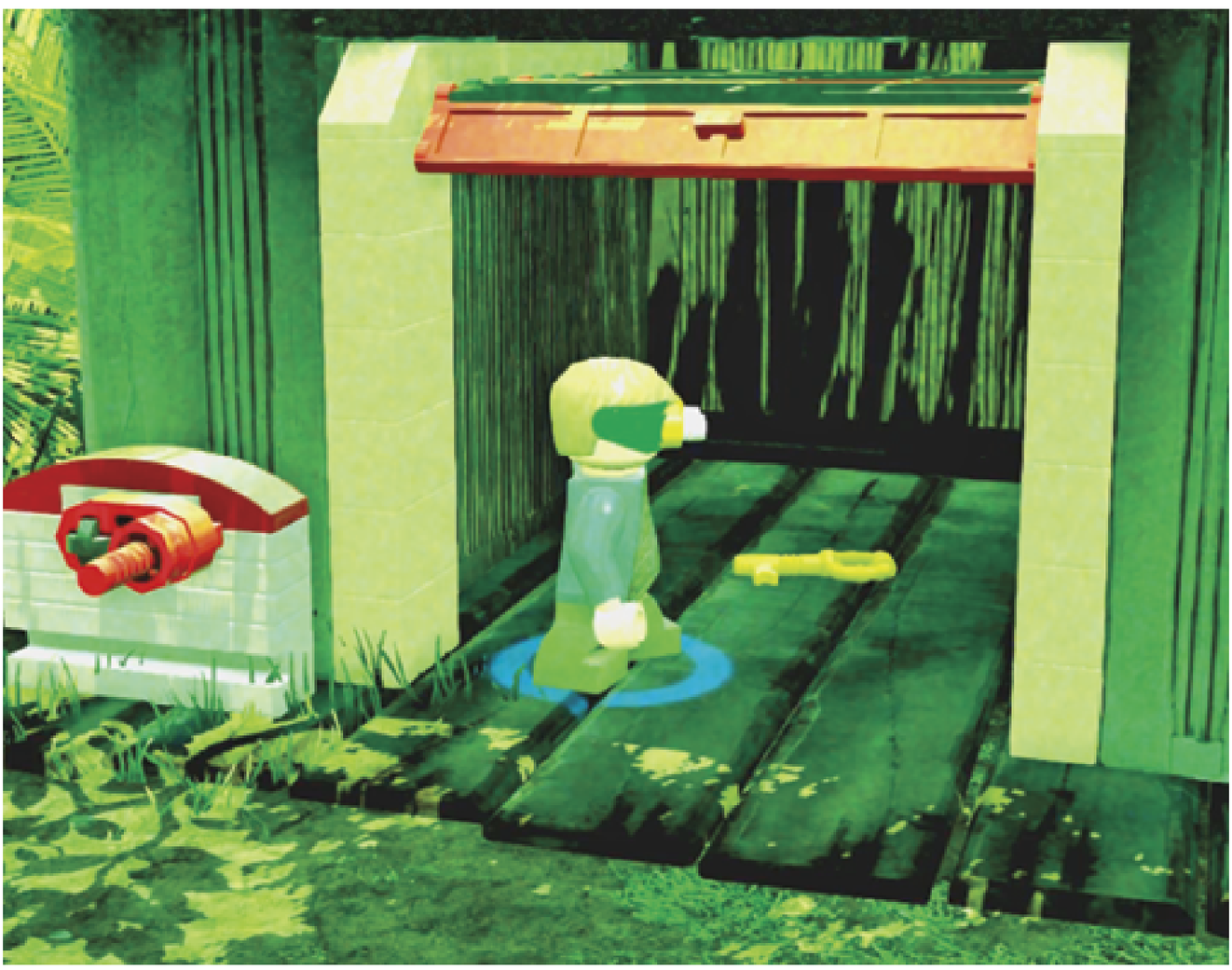
Now we switch back to Dr. Grant, Timmy, and Lex Murphy as they make the last part of their long trek to the Visitor Center.

Icon	Story Characters	Abilities
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build
	Lex Murphy	Scream, Hacker, Agile, Baseball Sharpshoot
	Timmy Murphy	Bone-Build, Night Vision Goggles, Small Access

Open the Hut Door

Tag to Lex Murphy and follow the path to the hut. Toss Lex's baseball at the bull's-eye target to knock the basket out of the tree. Pick up the red crank handle that falls, and attach it to the switch mechanism next to the hut's left door. Then turn the switch to open the door.

Open the Gate



Tag to Timmy Murphy and enter the hut. He automatically pulls on his Night Vision Goggles to see. Pick up the key on the floor and exit. Then use the key to unlock the security gate leading to the Visitor Center grounds. At last! Go through the gate to trigger the opening scene of the story's next level.

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Walkthrough: Movie 1

Level 05: Visitor Center

The center's Main Hall and other rooms are deserted, so Dr. Grant decides to search for the other guests. He leaves the Murphy kids in the dining room, where they'll be safe. Or so he thinks!

True Survivor Stud Requirement
45,000 studs

Kitchen Escape

Timmy and Lex have plenty of food while they wait for Dr. Grant's return. Unfortunately, they also have unexpected dining companions. The kids rush into the kitchen area to escape.

Icon	Story Characters	Abilities
	Lex Murphy	Scream, Hacker, Agile, Baseball Sharpshoot
	Timmy Murphy	Bone-Build, Night Vision Goggles, Small Access

Distract Both Velociraptors

Tag to Lex and move to the left until you see the bull's-eye target high on the back wall. Toss Lex's baseball at the target to knock the sausages into the fan. This draws one raptor's attention to the meat. Sneak to the left and back into the second aisle of the kitchen.

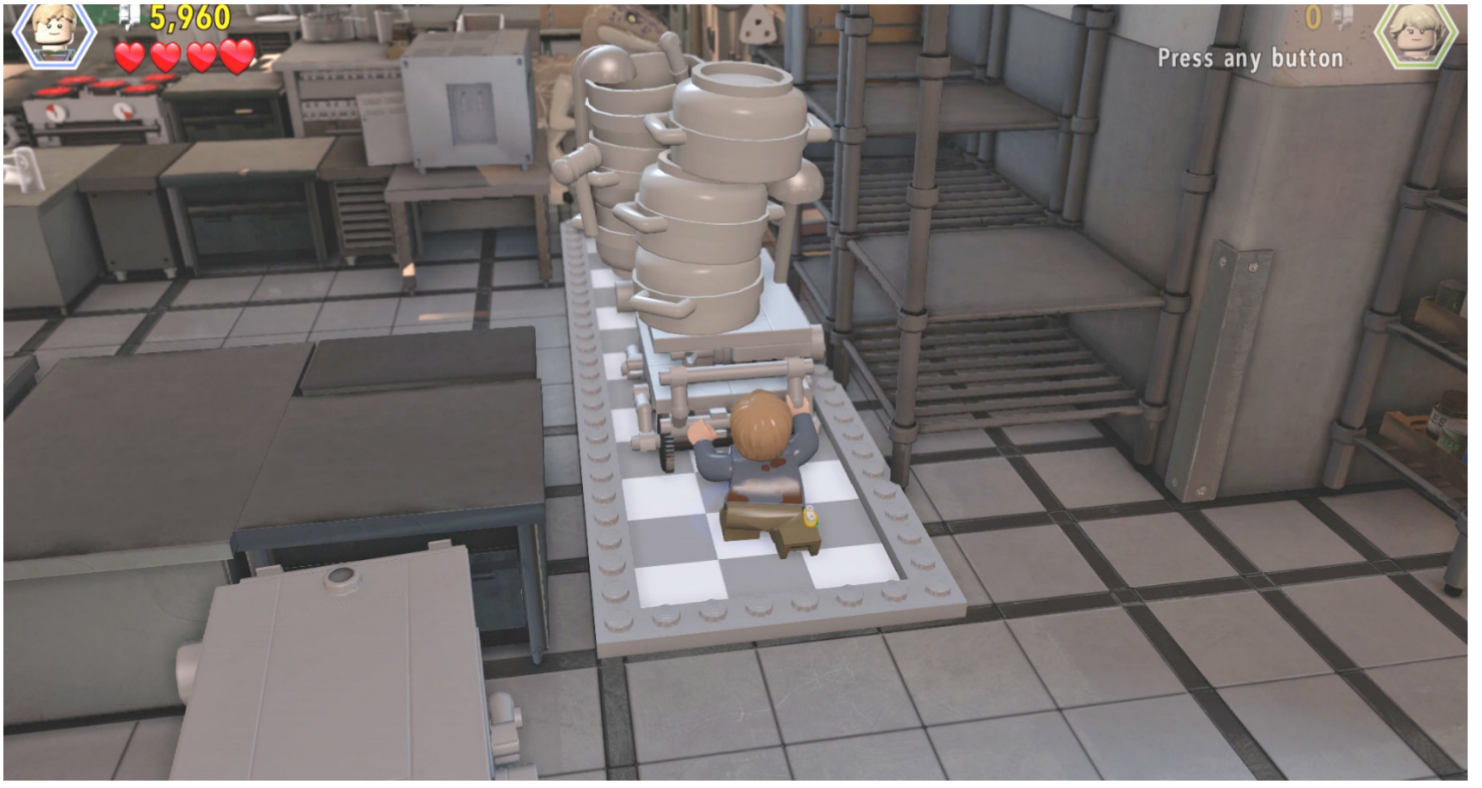
Tag to Timmy, move to the right, and use his Small Access ability to enter the marked cabinet. When he emerges down the aisle, crawl left to the dino icon and turn on the stove burners. The pot lid tilts up, marked with a bull's-eye. Tag to Lex and nail it with the baseball. This knocks over the pot, drawing the other raptor's attention.

Block Both Rows

Now tag back to Timmy and sneak around to the right, moving into the third kitchen aisle. Continue all the way to the other end and push the food cart forward along the checkerboard track. This blocks off the row and lets Lex come back to join Timmy in the third aisle.

Tag to Lex and step onto the blue/white circle against the left wall. Press the button indicated so that Lex gets into boosting position. Tag to Timmy, approach Lex, and then jump to get boosted to the top shelf.

Enter the access vent. Timmy ends up on the shelves across the kitchen. Move away from the raptor, hopping down the shelves until you reach the floor. Then push the kitchen cart stacked with pots toward the raptor to cut off his aisle access.



Freeze the Raptor!

Tag to Lex and go rightward to the freezer door. Toss the baseball at the bull's-eye to knock down the boxes on the top shelf next to the freezer. Assemble the build-it pieces into a door latch on the freezer, and then jump to grab the latch bar and pull it down. This opens the freezer door.

Lex can’t see in the dark freezer, so tag to Timmy to use his Night Vision Goggles. Smash both of the big LEGO crates and assemble the build-it pieces into a meat processor. This triggers a quick scene: One of the raptors smells the meat and gets trapped in the freezer. Nice work!

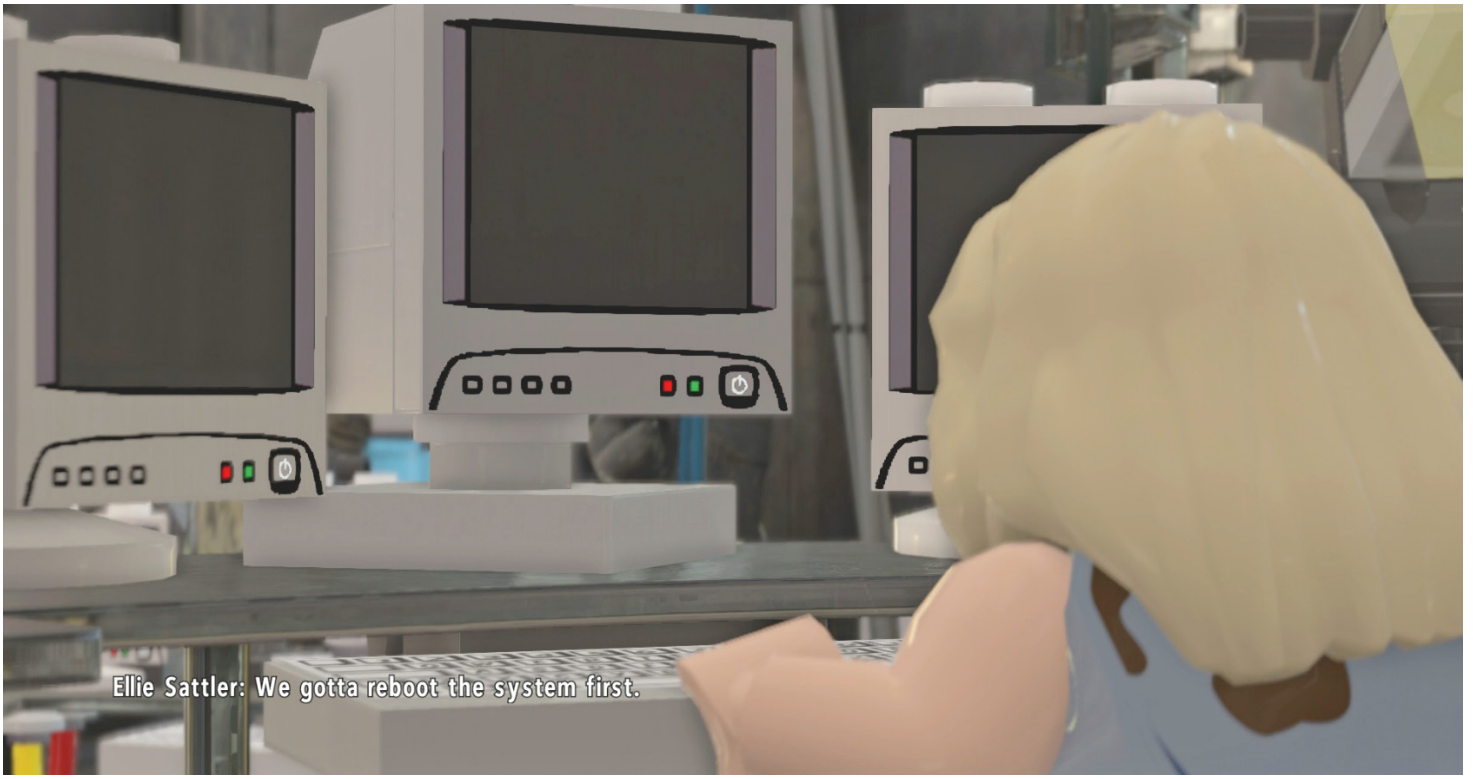
Face-Pan the Raptor!

Now head left across the kitchen. The other raptor pushes the blocking cart out of its way and moves parallel to your character, one aisle over. Just keep moving. Twice, the raptor sticks his head through a cabinet. The second time he spots you!

Assemble the nearby build-it pieces to create a spring-loaded contraption with a frying pan on the end. Push the green side as far as you can, then watch as it springs back and whacks the raptor’s mug with the pan.

Now Alan Grant returns and ushers the kids into the dining room, where Ellie Sattler waits for them. Time to get out of here.

Control Room

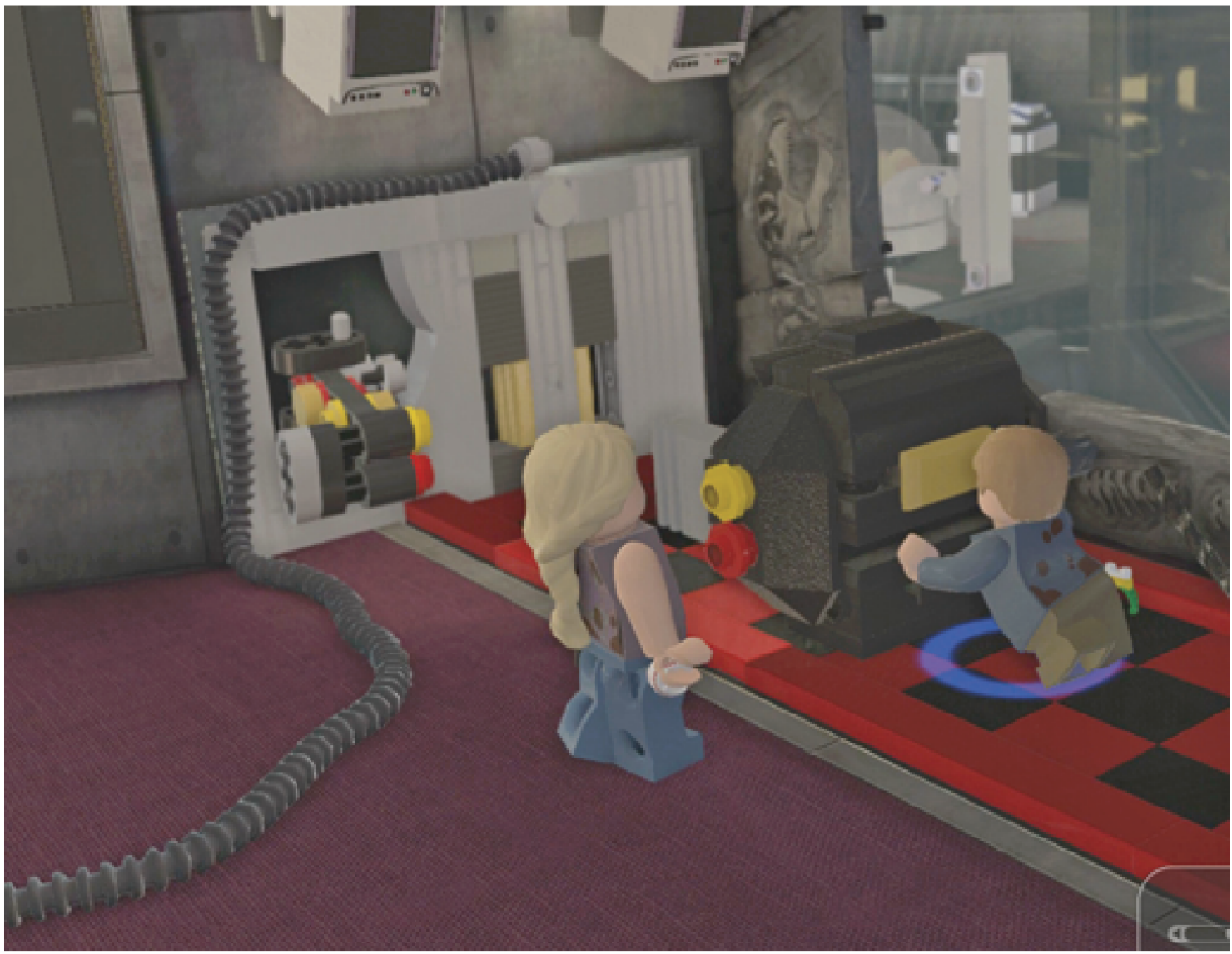


Ellie, Grant, and the kids hustle into Jurassic Park's control room. You can summon help from here, but only after first rebooting the system. Better hurry, though. A raptor is trying to push in the door!

Icon	Story Characters	Abilities
	Lex Murphy	Scream, Hacker, Agile, Baseball Sharpshoot
	Timmy Murphy	Bone-Build, Night Vision Goggles, Small Access

Activate the Main Computer Console

Both Grant and Sattler have to hold the door against the raptor, so the kids are on their own again. Your immediate goal is to boot up those door locks, but first you've got to route power across the park for a full system reboot.



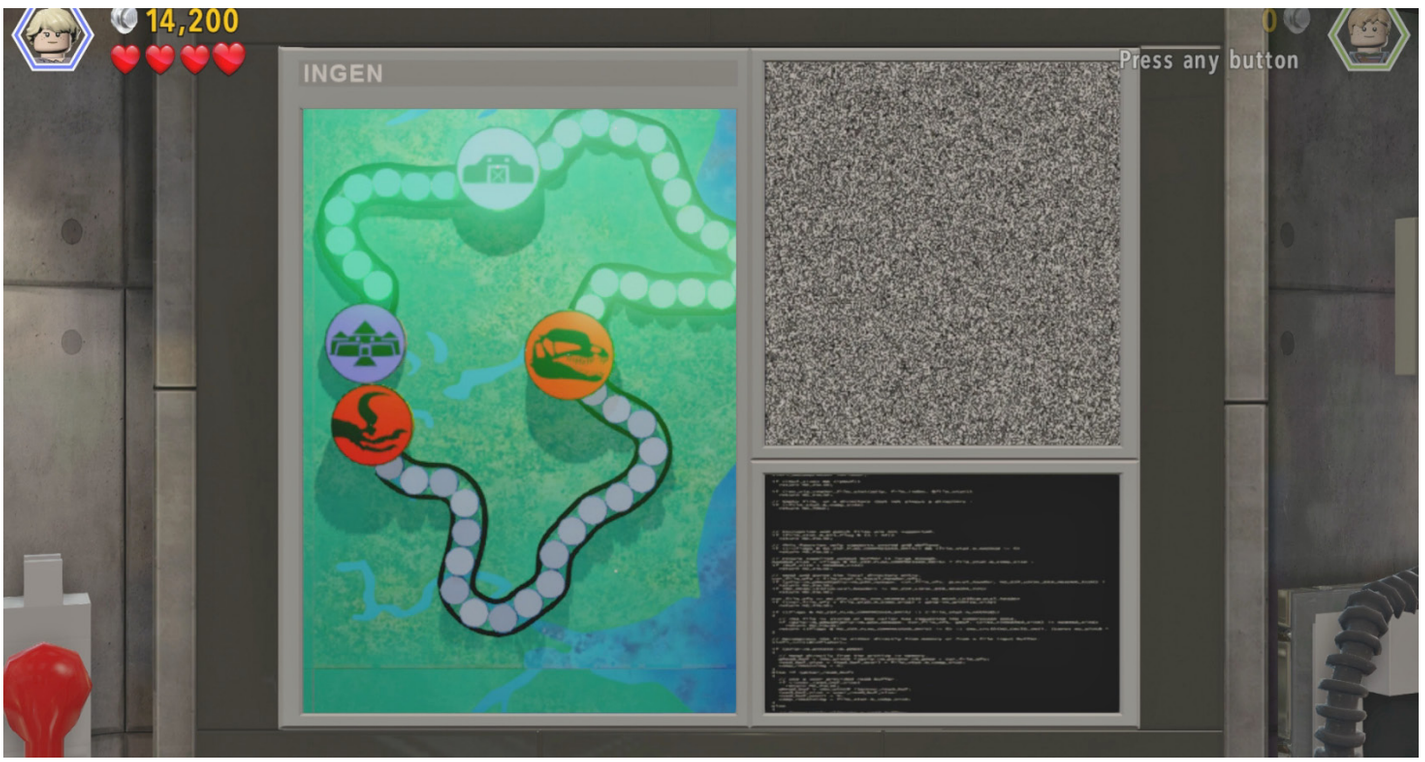
Smash the red/black shelves just to the right of the door and use the broken pieces to repair the red/black floor track at far right. Then push the auxiliary generator down the track into the wall slot. Follow the blue electrical surge as it travels across the room to power up the main computer console.

MINIKIT: Monitor Breaker

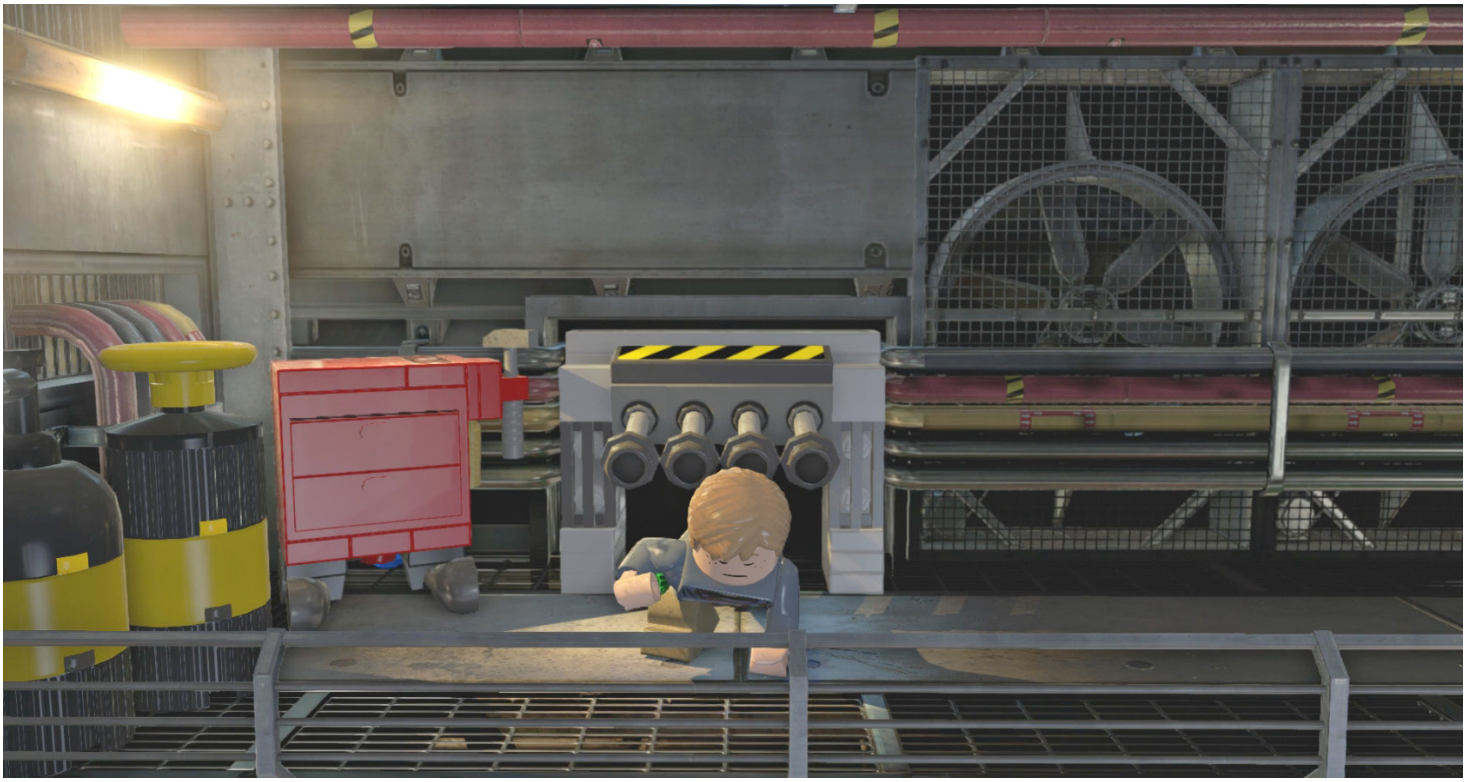
Six monitors hang up high on the walls in the control room. Smash all six with Lex's baseball to earn a Minikit.

Reconnect the Park's Power Grid

Tag to Lex for her Hacker special ability. Access the newly powered main console to get a close-up of the big monitor next to the door. Watch as a trail of circles runs from the Visitor Center icon to the emergency bunker icon. Use your left stick to move the pointer-cursor along the circles (they light up as you go) to the next icon and then press the button indicated to send power along the route. (You get a picture from the bunker's camera feed and see John Hammond and Ian Malcolm wave.)



Repeat two more times to route the power flow across the park. Unfortunately, when the electrical surges all go out at once, a fuse blows on the power panel one floor below. Now what? Tag to Timmy and enter the low access vent in the back-left corner of the room. He emerges from a vent one floor lower.



AMBER BRICK: Vending Machine Glass

To score an Amber Brick, use Lex Murphy's scream ability to shatter the vending machine's glass on the left side of the Control Room. This unlocks the mighty Tyrannosaurus Rex!

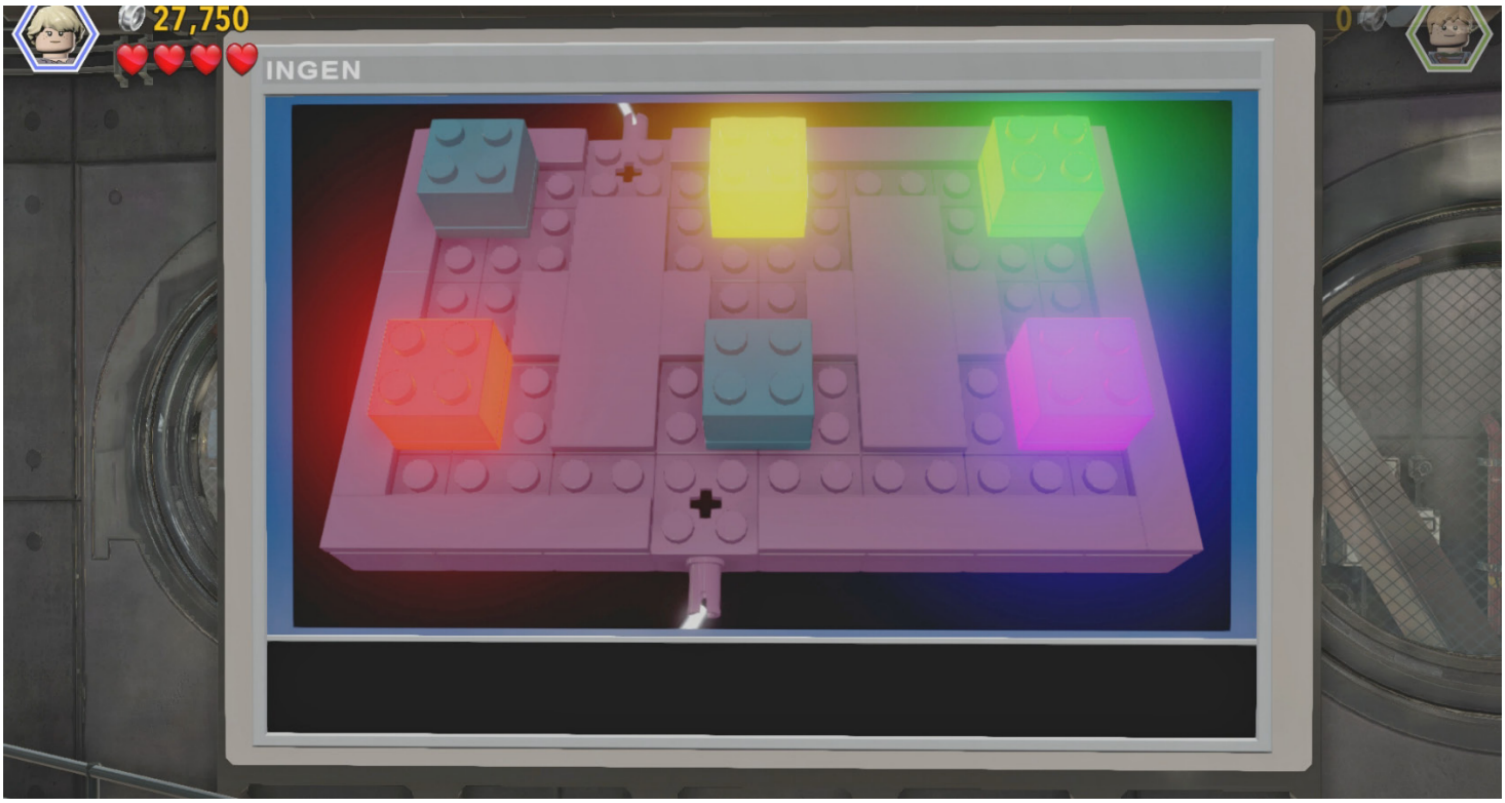
Replace the Blown Fuse

Walk to the right past the fuse panel, smashing everything on the walkway, and then take the first turn into the dark alcove; Timmy dons his goggles to see. Smash the red tool chest and pick up the fuse that falls to the floor.

Exit the alcove and go left to the blue fuse panel. Place the new fuse in the panel to route power to a computer console back upstairs. Now tag to Lex; Timmy automatically returns to the main floor via the access vents.

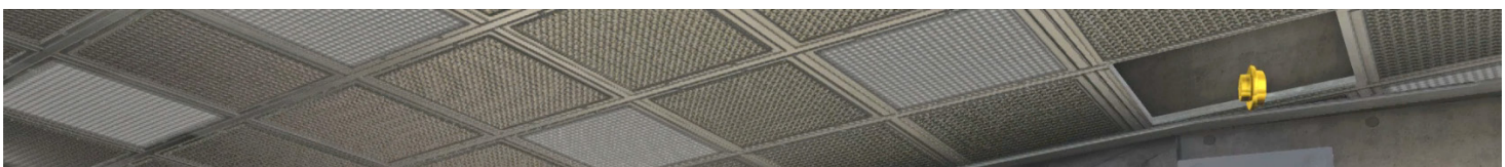
Reboot the Security System

Send Lex to use the newly activated computer—she notes that it's a UNIX system with all the park files. A big screen drops nearby and you get a series of increasingly complicated sequence puzzles. In each one, different colored nodes light up in a certain order. Then you must click on the nodes in that same order.



Speak the Colors

On the UNIX computer puzzle sequence, it helps to say the colors out loud as each one lights up. Your aural (hearing) memory aids your visual memory and you can remember the sequence better!



After you solve the last puzzle, the door finally locks out the raptor, and all systems are online! Follow the studs up to the ringing telephone. Dr. Grant reports to John Hammond and asks for helicopters to evacuate the island. Suddenly, a raptor in the next room rams the window partition, knocking fossils off the wall. It's trying to break through the glass!

Tag to Alan Grant and assemble the fossil pieces to make a ladder, and then climb into the ceiling duct just as the two crazy raptors finally break in!

Main Hall

The duct system leads into the Main Hall of the Visitor Center. The scientists and kids end up on a construction platform hanging from ropes high above the floor of the hall. Other scaffolds full of work equipment hang nearby. This should be fun.

Icon	Story Characters	Abilities
	Lex Murphy	Scream, Hacker, Agile, Baseball Sharpshoot
	Timmy Murphy	Bone-Build, Night Vision Goggles, Small Access
	Ellie Sattler	Droppings Rummage, Dino Heal, Plant Grow, Agile
	Alan Grant	Excavate, Rope/Vine Cutter, Bone-Build

Abandon the Scaffolds

Tag to Alan Grant and hop down the next two platforms. Step onto the dino icon and cut the rope with Grant's raptor Claw. You may think this is a poor decision by Dr. Grant, and you would be right—the platform suddenly drops on one side, and only some nifty, well-timed jumping saves the crew.

Everybody ends up on an unfinished balcony filled with more construction materials. Unfortunately, the falling scaffold destroys the staircase descending to the main floor, so you'll have to find another way down.

Get Off the Balcony

Tag to Ellie Sattler. If you walk her toward the wall frame on the left, one of the relentless raptor twins suddenly lunges through the struts at Ellie.

Smash the tan plant pot filled with “dirt” (LEGO studs) next to the low wall vent. Water the plant in the broken pot to grow a wild vine that squeezes the frame tightly around the raptor’s neck, trapping him in place!

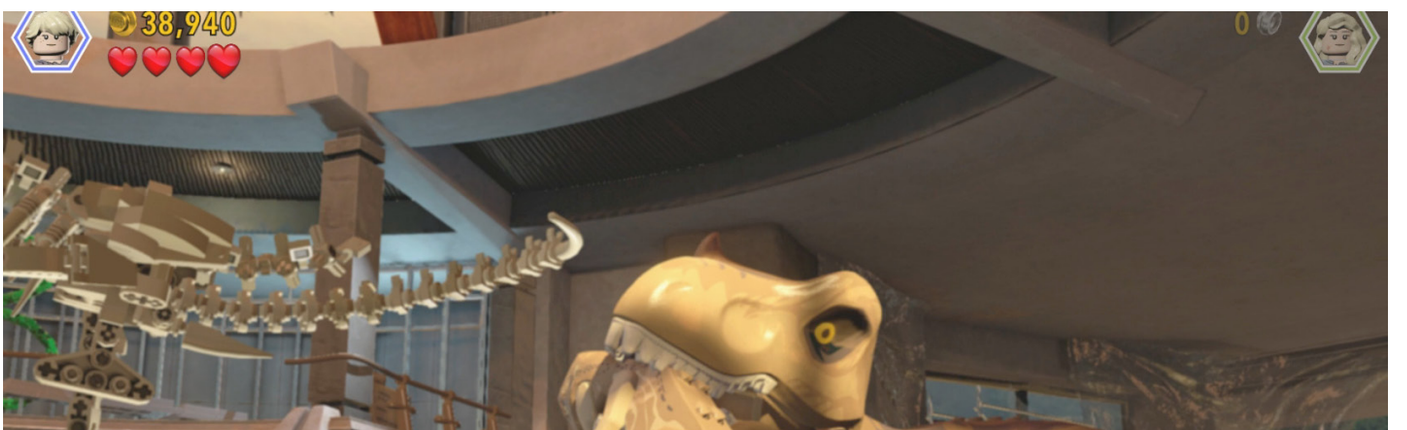
Tag to Timmy and crawl through the low access duct to emerge behind the trapped raptor. Smash your way through the room and assemble the build-it pieces into a walkway bridge for the others.

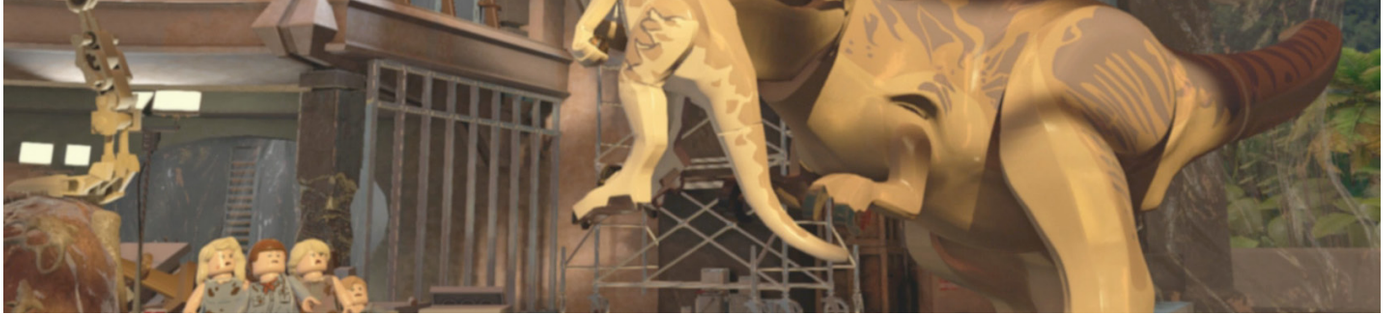
MINIKIT: Two Big Flowers

Smash the tan planter behind the raptor that's trapped in the wall frame and have Ellie water the root to grow a huge flower. Then have Ellie jump over the agility bar on the left side of the room. Next, run toward the low opening and press the Jump/Slide button to slide under the pink bar. Smash the tan planter there and water the root to grow another big flower to earn a Minikit. If Timmy grew the big flower back in the "Control Room" mission, you have all three and earn a Minikit. Don't miss another Minikit in the corner! (See the next section.)

MINIKIT: Display Case

After your Ellie slides underneath the pink bar through the low opening, smash open the display case in the back-left corner and grab the Minikit inside.





Tag to Lex or Ellie and get her across the walkway. Step into the glowing jump spot and hop onto the dinosaur skeleton's head. Walk carefully down the spine until you trigger a cinematic scene: The other raptor appears, makes a leap at your character on the spine, and brings the entire skeleton crashing to the ground.

Just as the raptor is about to take a bite of your crew, the T. rex intercepts the lunge and flings the smaller dinosaur across the hall. Then he faces off with the other raptor of the pair.

Defeat the Raptor

The T. rex now becomes a playable character. Tag to the great meat-eater and get ready to fight! This is a quick button-punching fight, so watch the screen carefully. Sometimes you need to rapidly tap the button shown until the meter fills. Other times you simply tap the button once when its prompt appears onscreen.

Round 1

In the fight's first round, hit the correct buttons until the T. rex clamps his jaws around the Velociraptor and flings it across the hall to the left. Tag to Alan Grant, walk over to the dino icon next to the stunned raptor, and cut the rope to drop the crate on it. This triggers the next round of the fight.

Round 2

Tag back to the T. rex and start following the onscreen button prompts again. When you hit the correct buttons, the T. rex throws the raptor to the same place on the room's left side. This time, tag to Lex Murphy and toss her baseball at the bull's-eye on the high platform. This releases a barrel that clonks the raptor on the head.

Round 3

Tag back to the T. rex for one last round. This time, the Velociraptor gets really aggressive, hopping onto the bigger dinosaur's back! When you hit the fight buttons correctly and jiggle the left stick side to side as shown onscreen, the movie-ending cinematic plays.

Hub Transit 5

When Movie 1 is completed, you end up at the helicopter pad in the Isla Nublar hub area. To trigger the start of the next movie, just walk over to the waiting helicopter and hop aboard.

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Walkthrough: Movie 2

Level 06: Isla Sorna

Four years after the events on Isla Nublar, Dr. Ian Malcolm is summoned to meet with John Hammond once again. Malcolm learns that the Jurassic Park dinosaurs were originally bred and raised on a different island: Isla Sorna, ominously known as “Site B.” Unfortunately, a powerful hurricane tore open many of its containment facilities, and the site was evacuated. The surviving creatures now roam free on the deserted island.

Other news: John Hammond has lost control of his company, InGen, to a greedy nephew named Peter Ludlow. Hammond doesn't trust Ludlow's intentions and wants Malcolm to join a research team that includes Malcolm's paleontologist girlfriend, Sarah Harding, who is already on Isla Sorna. The goal: study, photograph, and fully document the existence of dinosaurs in their natural habitat, and then help Hammond rally public support to stop Ludlow's schemes.

True Survivor Stud Requirement
75,000 studs

Eddie's Workshop

Ian Malcolm meets up with the research team's equipment specialist and engineer, Eddie Carr. Eddie's workshop crew is getting the vehicles ready for transport to Isla Sorna. During this mission you also meet the other team member, a photographer named Nick Van Owen.

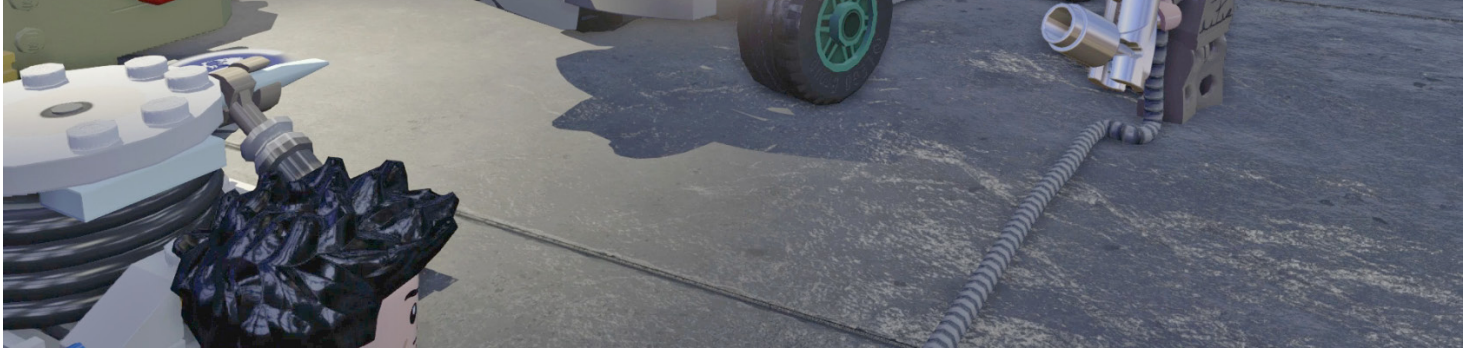
Icon	Story Characters	Abilities
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Eddie Carr	Repair, Sharpshoot, Tracker
	Nick Van Owen	Photography, Crowbar, Bolt Cutters

Prep the Trucks

Paint the Truck Green

Three safari-type trucks are being outfitted for the trip to Isla Sorna; their icons appear onscreen. You must help get all three ready. Send Ian Malcolm to the schematic drawings on the board in the back-left corner of the workshop. Press your Activate button and watch the order in which the four drawings light up. Then select each of the drawings in that same order. When you do it correctly, the cabinet bursts open and spills out build-it parts. Use the parts to finish the paint sprayer pump.

Approach the paint mixer. Its center tank is the current spray color, which is red. Rotate the two mixing wheels (at the dino icons on the floor) so that one wheel has its blue mixer in front and the other has yellow. This blue/yellow color combo makes the paint in the center spray tank green. Hop onto the spray pump to shoot green paint to the sprayer. The car painter finishes the job. One truck icon is checked off onscreen.



Get Tires on the Truck

Another truck nearby needs two new tires. Tag to Eddie Carr and use his rifle to shoot the two bull's-eye targets on the shelf hanging on the back wall. Two big truck-sized tires with green rims drop to the floor.

MINIKIT: Wheel Up the Lift

After Eddie shoots the truck tires to the floor, roll one of them into the wheel crank on the workshop's left side. Turn the red crank handle to raise the lift platform. A nice Minikit is on it! After you nab the kit, roll the tire to the truck that needs wheels.

Hop onto one of the green-rimmed tires to roll it. First, use it to get a Minikit! (Check the Minikit box.) Then steer it to one of the two wheel slots on the floor in front of the jacked-up truck. Go back and do the same with the other green-rimmed truck tire, rolling it into the second wheel slot. The tire fitters, finish the job. Two trucks fixed, one to go!

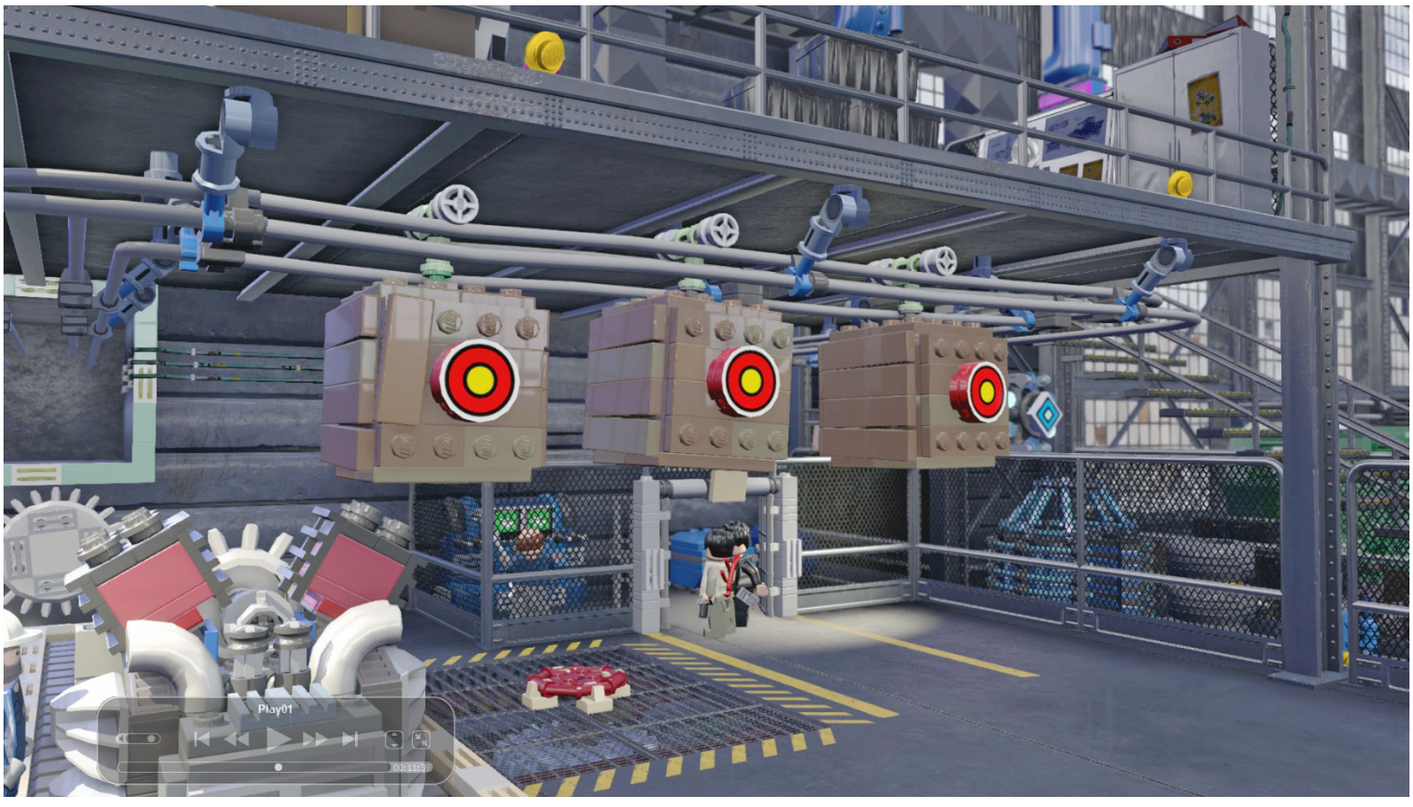
Repair the Truck's Engine

Send Eddie to the truck with its hood up near the big exit door in the back. Step to the engine and use Eddie's wrench to fix it. This triggers a quick cutscene: Nick Van Owen, the team's field photographer, arrives and meets Ian. Nick is now a playable character.

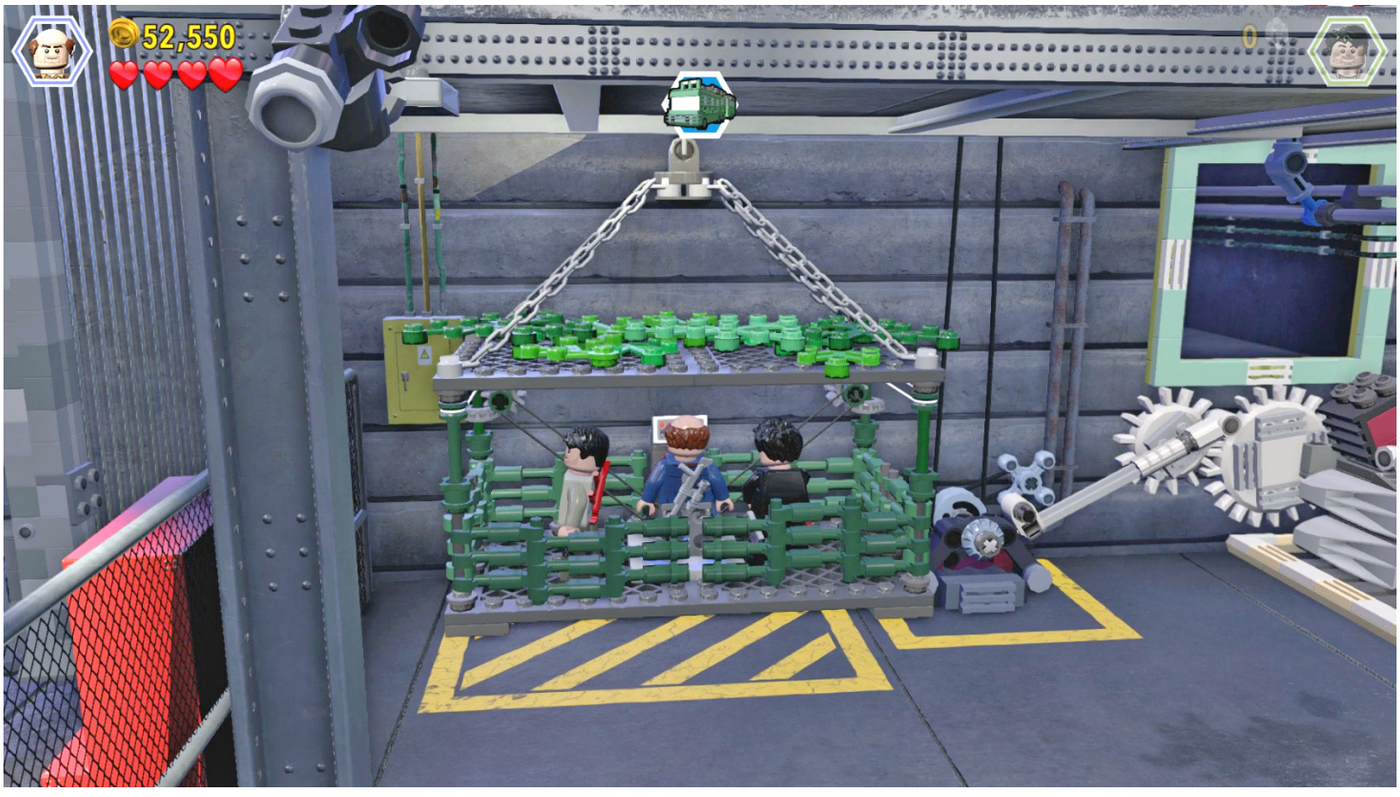
Lower the "High Hide"

Tag to Nick Van Owen and use his Crowbar ability to open the red gate to the right. Enter the shop's next area where Joe the Mechanic can't get a big engine down a floor track. Send Nick to the fenced enclosure in the back and use his Bolt Cutter ability to snip through the chains locking the gate. To time your snip properly, press the Use button when the arrow is in the light-colored middle range of the onscreen meter.

Tag to Eddie and use his wrench to fix the smoking machine in the enclosure's left corner. This activates the overhead conveyor system and three big crates roll out. Each has a bull's-eye on it. Shoot all three targets with Eddie's rifle to spill build-it pieces onto the floor.



Assemble the pieces into a turn switch. Walk into the green side of the switch lever to turn it, which moves the engine down the floor track. When it reaches the end, it engages with the gear assembly and lowers what Eddie calls a "high hide" platform to the floor. Hop aboard and use the control panel to raise the lift to the upper floor.



MINIKIT: Cut Open the Closet

Just to the right of the “high hide” lift on the upper floor is a chain-locked utility closet. Use Nick’s bolt cutters to open the door; then grab the Minikit inside.

Top Off the Mobile Lab

Use Nick's crowbar to open the next red gate and descend the stairs to the main floor. Workers are putting the finishing touches on the big 10-wheeler Mobile Lab that will serve as headquarters for the team on Isla Sorna. The front section is missing a roof, though. Smash the three brown crates in the front-right corner of the shop to dump out their build-it pieces. Then assemble a staircase leading up to a broken control console.

Send Eddie up the stairs to fix the console. Then use the console to take control of the crane above it. Use your left stick to swing the crane toward you, moving it over the Mobile Lab's roof. When it picks up the roof, swing it back over the green bus-like vehicle to secure it.

This triggers a cinematic sequence: Ian Malcolm's daughter Kelly arrives and admires the Mobile Lab. Then, cut to the deck of the transport ship as it approaches Isla Sorna!

Finding Sarah

On Isla Sorna, Ian Malcolm, Nick Van Owen, and Eddie Carr hunt through the jungle for Sarah Harding. Eddie unveils a tracker designed to detect the location sensor he built into Dr. Harding's phone.

Icon	Story Characters	Abilities
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Eddie Carr	Repair, Sharpshoot, Tracker
	Nick Van Owen	Photography, Crowbar, Bolt Cutters

Climb the Rock Terraces

Tag to Nick Van Owen and move across the river. Fight off the annoying little Compys and use Nick's crowbar on the marked rock formation to clear the cave opening. Tag to Ian Malcolm and use his Flare ability to enter the dark cave. Use the big spotted mushroom to bounce to the upper terrace.

MINIKIT: Cracking Eggs

Three big dinosaur eggs sit in nests up in trees. (You can see two of them in the mission's opening shot; we circled them for you.) Eddie can shoot them and grab a Minikit wherever the third one breaks. The first egg is above the first clearing to the left. The second one is next to the bull's-eye target after you walk up the huge fallen tree trunk. The third egg is at the far-left end of the final clearing where you spot the Stegosaurus herd.

Smash the gray LEGO tech to the left and assemble the build-it pieces. The object drops onto a branch that lowers a vine to the guys below who both climb up automatically.

Proceed to the big tree trunk extending from the next cliff. Jump and grab one of the two vines hanging from it; one of the other guys automatically jumps to grab the second vine, and the two of you pull the trunk to the ground. Tag to the third guy and run up the trunk to the next terrace. Then kick down the ladder on the cliff's edge so the others can climb up.

Look out! A small cave to the left is home to a Compy family. The little biters just keep coming out of the cave until you smash a nearby gray rock into build-it pieces, and then use them to block off the cave mouth.

Tag to Eddie and shoot the bull's-eye target up on the cliff to knock down a tree into more build-it pieces. Assemble them into a really elaborate chopping device. Jump on its platform three times to chop through the branches blocking a small cave. Walk Eddie (who has the Tracker ability) into the cave to pick up the tracking item inside.

Follow the blue tracks until Eddie unearths some build-it pieces. Assemble them into a bounce platform. Use it to jump up and grab the bar above it. Tag to a second character and repeat: It takes two guys to pull down the tree trunk section. Use it to hop up onto the next terrace.

Moving across the terrace triggers a scene: A magnificent Stegosaurus herd emerges from the forest into a clearing on the other side of a great fallen tree. Walk Nick to the big gray rock pile and break it apart with his crowbar to form a jumping platform. Hop Nick onto the log and use the series of three marked spots to take photos of the herd. A new face appears in the third photo!

Stegosaurus Herd

Say hello to Dr. Sarah Harding, but don't take too long. An angry Stegosaurus swings its tail, trying to drive you away from its young offspring. Nick and Sarah are trapped in the clearing!

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Nick Van Owen	Photography, Crowbar, Bolt Cutters

Stun the Stegosaurus

To survive the Stegosaurus attacks in this mission, you must make the same maneuver three separate times. As the session starts, run either character to the right, avoiding the beast's attacks, to the pile of brown build-it pieces at the edge of the clearing (next to the very large baby toys). Quickly assemble them into a box; then press Use to crawl inside. (If the Stegosaurus manages to smash the box before you get inside, you'll have to reassemble the pieces and try again.)

Beware the Fearsome Tail-Slam!

Don’t think you’re safe just because the dinosaur can’t hit you directly. When the Stegosaurus slams its powerful tail on the ground, the strike sends a focused seismic wave for some distance in a direct line at the object targeted.

Wait until the Stegosaurus lumbers over, turns around, and whips its tail directly into the box. The tail spikes pierce the wood and get stuck as you crawl out. Hurry to the photo spot marked near the dinosaur’s head. Use it to take a photo and stun the creature with the flash.

Now run across the clearing and wait until the beast’s tail-slam attacks knock another log to pieces. Assemble those pieces into another box and repeat the previous steps to stun the Stegosaurus with another flash.

AMBER BRICK: Tail-Smashing Boulders

To earn this Amber Brick, you must trick the Stegosaurus into smashing three large objects in the clearing: two gray boulders and the big log at the far right. Tag to Sarah Harding and jump atop one of the objects. Wait until the Stegosaurus directs his tail-slam attack at Sarah's position, and then jump off the boulder or log just as the seismic mini-wave shatters it. You earn the brick when all three large objects are shattered. This unlocks the Stegasaurus.

Run around the clearing, avoiding attacks until the third log chunk falls into pieces near where Ian Malcolm and Eddie Carr are perched on the fallen tree. Again, go assemble the build-it pieces into a box, crawl inside, wait for the tail to get stuck, and take a last photo from the marked photo spot. This triggers a scene-ending cinematic: You see the foursome back at camp, surprised to discover a stowaway in the Mobile Lab. Then they spot incoming InGen helicopters. Looks like Ludlow's expedition has arrived!

Hub Transit 6

The team, including the newly discovered stowaway, Kelly Malcolm, gathers outside the Mobile Lab. Time to go check out what those InGen helicopters brought to the island.

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Nick Van Owen	Photography, Crowbar, Bolt Cutters
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Eddie Carr	Repair, Sharpshoot, Tracker
	Kelly Malcolm	Agile, Scream

Cross River and Ravine

Follow the blue studs down the path until you reach the waterfall and river. Turn left to find handhold blocks on the cliff wall. Tag to Nick Van Owen and jump up from block to block to the top. Use Nick's crowbar to pry part of the boulder over the ledge.

Tag to Eddie Carr and assemble the build-it pieces into hopping stones. Use them to hop across the river. Proceed to the deep ravine. Then use Eddie's rifle to shoot the bull's-eye target on the high tree branch on the other side. This drops a green swinging vine within reach.

Tag to Sarah Harding and use the vine to swing across the gap. Continue to the big droppings pile and rummage in it to retrieve build-it pieces. Use them to assemble a bounce pad; then use it to bounce up the rock wall. Move forward to trigger the next scene.

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Walkthrough: Movie 2

Level 07: InGen Arrival

It soon becomes clear that Ludlow has sent this expedition to capture wild dinosaurs and bring them back to the mainland! Nick Van Owen and Sarah Harding slip into the InGen camp to spy on the operation.

True Survivor Stud Requirement
64,000 studs

Camp Sabotage

Nick Van Owen and Sarah Harding slide down to the InGen camp perimeter. As it turns out, the mercenary hunters are not very friendly. Your tasks: sabotage Ludlow's scheme and free the dino captives!

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Nick Van Owen	Photography, Crowbar, Bolt Cutters

Heal the Pachycephalosaurus

Move into the camp and KO the InGen goons who try to stop you. Use Nick's bolt cutters to open the cage holding the sedated Pachycephalosaurus—the pachy staggers out and drops right to the ground! Send Sarah to rummage in the droppings pile inside the cage to find out what three ingredients you need to heal the dinosaur: a banana, a mushroom, and an ice cream cone.

MINIKIT: Atop the Pachy Cage

Tag to Sarah Harding. Jump from the bed of the disabled truck onto the cage that held the woozy Pachycephalosaurus. Assemble the build-it pieces atop the cage into a Minikit.

Find a Cone

This triggers a response from the main camp up the hill. Fend off the InGen attackers; then head rightward through the gate into the camp, knocking out more mercenary goons who attack as you go. Send Sarah to rummage through the droppings pile just inside the gate to find an ice cream cone. Take it back and feed it to the poor Pachy. One item down, two to go!

Find a Mushroom

Head back up to the main camp. Punch out the hunters hanging around the big pot of stew cooking over the campfire. Smash the nearby equipment rack to create a pile of build-it pieces. Assemble them into a rotary device; then turn its crank switch to spill the stew pot's contents. Grab the mushroom that falls out and feed it to the Pachycephalosaurus. Two items down, one to go!

Find a Banana

Go back uphill into the main camp. Use Nick's crowbar to open the locked gray crate in the camp's back-right corner. Pick up the banana that falls out and feed it to the Pachycephalosaurus. This revives the hardheaded but grateful beast and makes him a playable character.

Access the Upper Camp

Tag to the Pachycephalosaurus and head into the main camp. Use the Pachy's Charge ability to head-bash the attacking InGen goons and clear the area. Then charge the explosive equipment crate (the one with orange, glowing cracks) to blow open a passage.

This alerts another wave of goons. Knock them out and send the Pachy ahead to charge through a cracked section of LEGO rocks. Now tag to Sarah Harding and assemble the shattered build-it pieces into a set of stair-like platforms. Hop up the stairs into InGen's upper camp area.

Free the Caged Dinos!

Knock out yet another InGen posse that comes to fight. Move Sarah into the glowing jump spot by the big cage to the right; then hop up to grab the pull bar. This opens the cage and frees the Stegosaurus inside, making him a playable character. More camp hunters rush over to attack. Tag to the Stegosaurus to fight them off!

MINIKIT: Droppings Kit

After you free the Stegosaurus from its cage and fight off the goons, tag to Sarah Harding and enter the cage. Rummage in the big droppings pile to discover a Minikit.

Walk the Stegosaurus across the upper camp to the cracked door of the smaller cage. Use the Stego's tail-slam attack to smash open the cage, releasing the baby Stegosaurus inside. Note that you can hear Peter Ludlow inside the nearby tent, discussing his disgusting plans for a dinosaur theme park. The baby romps around, making glowing orange cracks in the camp generators on either side of Ludlow's tent.

Send Sarah inside the smaller cage to rummage in the baby's droppings and find a key. Then use the key in the lock of the big cage on the left. This releases a magnificent pair of Triceratops. Fight off one last wave of camp guards; then tag to either one of the Triceratops. Use the Triceratops Charge ability to smash both of the cracked generators.

Tag to Sarah Harding and use the build-it pieces on both sides to assemble a pair of flashing light devices. This triggers the mission-ending cinematic: The Triceratops gets the “green light” to make a visit to Peter Ludlow. As the camp personnel scatter, Nick and Sarah discover a baby T. rex with a broken leg!

Mobile Lab

Back at the team's camp, Eddie Carr puts Kelly Malcolm on his "high hide" platform just as Nick and Sarah rush into the Mobile Lab with the baby T. rex to fix his leg. Soon mommy arrives to take baby home. By way of thanks, she pushes the Mobile Lab over a cliff!

Icon	Story Characters	Abilities
	Sarah Harding	N/A
	Nick Van Owen	N/A
	Ian Malcolm (Isla Sorna)	N/A

	Eddie Carr	Repair, Sharpshoot, Tracker
	Kelly Malcolm	N/A

Climb to Safety

Sarah, Nick, and Ian Malcolm cling to a cable that drops through the middle of the Mobile Lab's back section, which hangs down the cliff face. You control Ian, who is the furthest up the cable.

Push the left stick forward to climb, but be ready to quickly push the stick sideways to dodge falling debris. (Falling stuff knocks you down the rope if it hits you.) You can also swing sideways to collect the strands of falling studs, but be ready to swing over to the opposite side right after the last stud (usually a blue one) to avoid any debris that might follow.

MINIKIT: Catch a Falling Kit

The moment the climbing starts, swing Ian Malcolm over to the left side as a line of studs falls. The last item after the studs is a Minikit!

When you get close to the lab's back door, the scene automatically switches to Eddie above. You see the front half of the Mobile Lab suddenly tilt upward! When the view returns to Ian, water is pouring down the lab chassis. Hit the tag button to switch to Eddie.

Stabilize the Mobile Lab

Pick up the tracking item underneath the bus; then follow the blue tracks until Eddie unearths a pile of build-it pieces. Assemble them to add a pulley hook to the back of the lab. Walk to the front of the truck and use the pulley, tapping the Use button until Eddie hooks the rope onto the Mobile Lab.

Hop into the truck. Eddie automatically starts accelerating in reverse. Use the left stick to “steer,” keeping the truck icon centered in the purple part of the onscreen meter. When the Mobile Lab is pulled far enough to drop down, Eddie jumps out of the truck. Tag back to Ian Malcolm!

AMBER BRICK: Behind the Lab Wheel

Use Eddie to hop up the handhold blocks on the side of the Mobile Lab. When you get to the window, hop inside to grab the Amber Brick atop the vehicle. This unlocks the Apatosaurus.

Climb Again!

Tag back to Ian Malcolm! Repeat the climbing sequence with Ian, swinging left or right to avoid falling debris. When the lab slides back and tilts up again, tag back to Eddie.

Pull Again!

Fight off an attack of the Compsognathus pack. Then use Eddie's wrench to repair the broken pulley on the front of the truck. (Uh oh. Hear that roar?) Hop inside and drive backwards, keeping the truck icon centered in the meter again.

When the Mobile Lab is stabilized again, tag back down to Ian one more time. Climb a few more feet to trigger the movie-ending cutscene: Momma T. rex returns to finish the job on the Mobile Lab, but this time she has daddy with her! When the crew finally climbs up the cable, they discover that InGen's expedition is now in the same boat. Peter Ludlow points out a communications center in the old Operations Building where they can call for airlift off the island.

Hub Transit 7

Good job! Another level complete! You're making good progress. But it's a long hike across the monster-infested island to reach the Operations Building. Some InGen folks with useful skills have joined you now.

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Nick Van Owen	Photography, Crowbar, Bolt Cutters
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Kelly Malcolm	Agile, Scream
	Roland Tembo	Sharpshoot, Tracker
	Robert Burke	Dig, Bone-Build

Heal the Triceratops

This starts out as the same route you followed in the last hub transition. Follow the blue studs to the river and hop across on the jump pads. Proceed to the deep crevasse and swing across on the green vine. Continue to the bounce pad and jump up the terrace. Follow the blue studs all the way to the sick Triceratops. Switch to Sarah Harding and rummage the nearby droppings to see what ingredients you need to heal the dino.

Find the Banana

Sarah's rummaging uncovers a tracking item. Tag to Roland Tembo (who has the Tracker ability), pick up the item, and follow the blue tracks until Roland unearths the banana. Pick up the banana and feed it to the sick Triceratops.

Find the Ice Cream

Tag to Nick Van Owen and head left along the rock wall. Use Nick's crowbar on the rocks to clear the cave mouth. Then tag to Ian Malcolm, enter the cave using your flare, and nab the ice cream cone. Return to the Triceratops and feed him the cone.

Find the Mushroom

Find the LEGO skeleton to the left of the cave where you found the ice cream cone. Smash the skeleton into build-it bones; then tag to Dr. Robert Burke, a paleontologist with the Bone-Build ability. Assemble the bones into a Buddy Boost, tag to Sarah, and step aboard. Tag to anyone else to jump and fling Sarah onto the terrace above. Smash the mushroom patch and pick up the remaining mushroom. Then take it to the Triceratops to complete the healing.

The Triceratops is now a playable character. Tag to the creature and use his Charge ability to smash through the cracked rock wall glowing orange up ahead.

HEAL DINO: Triceratops

Healing the Triceratops during this hub transition completes one of the Heal Dino collectible activities and earns you a Gold Brick.

Tag to Nick and follow the blue stud trail to the rock pile against the fallen tree. Use Nick's crowbar on the rocks to create a jump platform and hop over the tree. Move across the camp past the cooking campfire to the marker that triggers the openinig cutscene of the next level.

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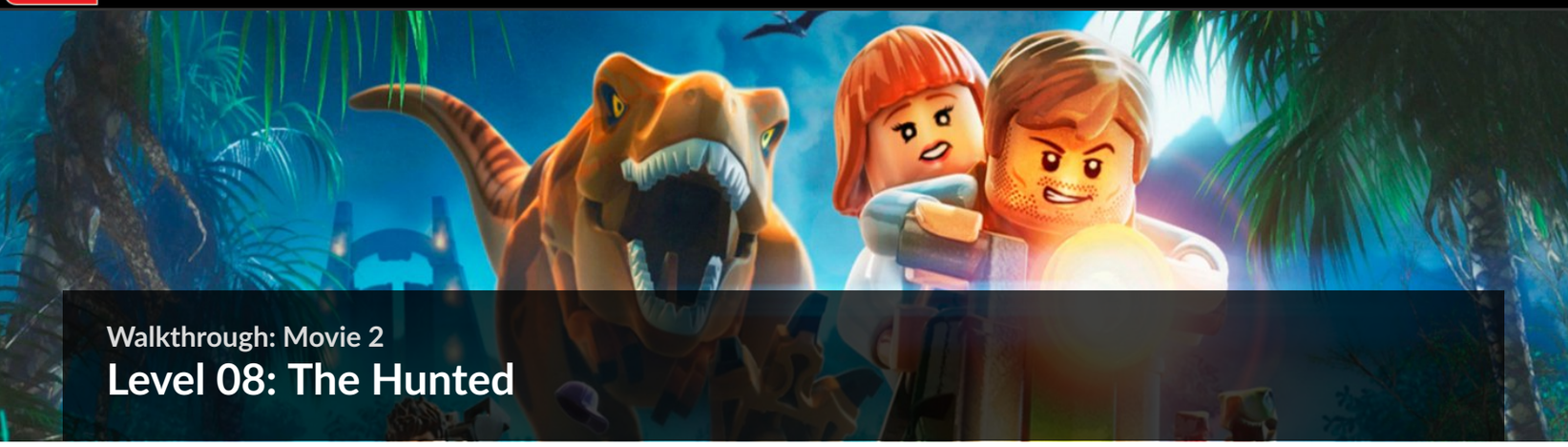


Walkthrough: Movie 2

Level 08: The Hunted

As the exhausted crew sleeps in the new camp, Roland Tembo notes that the Operations Building isn't far away. But suddenly, thundering footsteps awaken everybody. A hungry T. rex spurs a panicked sprint from the camp!

True Survivor Stud Requirement
45,000 studs

Attack on the Camp

Here's another chase sequence where you can snag a lot of loot, including three Minikits, as you flee from the mighty meat-eater.

Story Characters	Abilities
Numerous story characters flee from the T. rex	N/A

Run!

Immediately steer your character to the screen's far left to grab a Minikit stashed amongst the camp equipment—one of three kits stashed along the escape route. Then, as in the previous chase sequences, align your character's escape path with the rows of silver studs to collect them, and jump when you reach the gold stud to nab blue studs floating above each log.

MINIKIT: Left Side, Camp Gear

Shortly after the chase begins, you can collect a Minikit stashed in the camp gear on the far left side of the screen.

MINIKIT: Right Side, Halfway

In the middle stretch of the chase, the escaping mob veers to their left (your right) and the camera swings to a side view. Then the runners veer back, running toward the camera again. When this happens, guide your character to the far right side of the screen to pluck another Minikit.

MINIKIT: Before the Waterfall

In the final stretch, the camera swings behind your fleeing characters as they run toward a waterfall. Just over the last fallen log to snag a Minikit floating above it.

The last stretch leads through the backside of a waterfall. Once you hop through the water, the chase is over. Watch as the T. rex takes off after Robert Burke, and Ian Malcolm makes it alive to the delight of his daughter.

The Long Grass

The fleeing survivors emerge in separate groups from the forested area into a wide meadow of tall grasses. As the InGen hunters follow the meadow path, a troop of hungry but playful Velociraptors suddenly converges on them!

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Nick Van Owen	Photography, Crowbar, Bolt Cutters
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Kelly Malcolm	Agile, Scream

Survive the Long Grass

After the checkpoint, move down the path to the right. Optional: Pull the InGen hunter out of the tall grass to save him. This is the first of five InGen guys you can save. (See our Amber Brick tip.) Tag to Sarah Harding and rummage in the steaming droppings heap to extract a pile of build-it pieces. Assemble them into a lawn mower to mow through the tall weeds blocking the path ahead. It also lures the nearby raptor away.

AMBER BRICK: Rescue Five Hunters

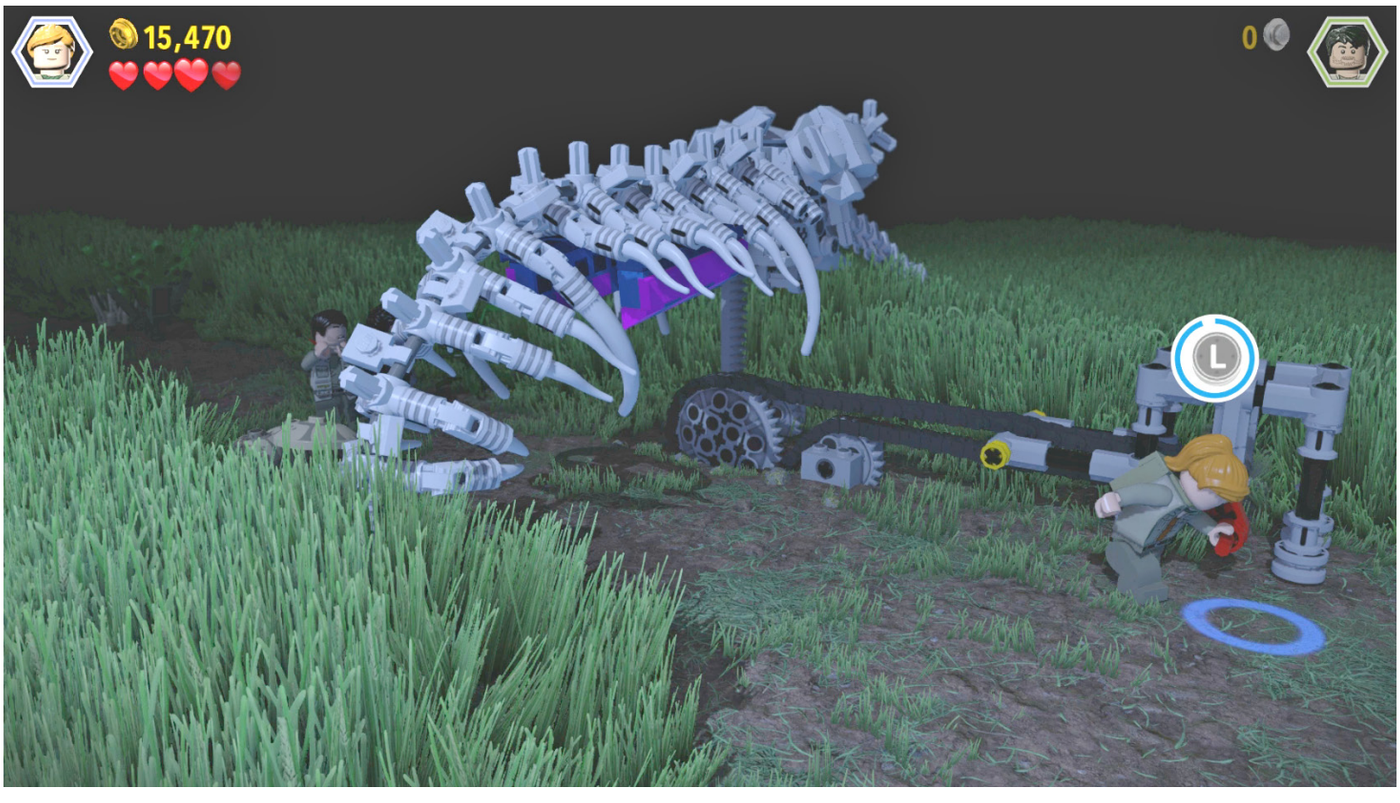
Along the route, you run into five InGen hunters at the mercy of raptors. Do something to save all five and you earn an Amber Brick that unlocks the Parasaurolophus. The first hunter is trying to crawl out of the grass near where you start. Pull him out! You rescue the other four hunters in order to progress in the mission, so just follow the story walkthrough to save them. In each case, you take a flash photo to drive away the raptor.

Continue down the path until you reach a blue stud. When you grab it, a raptor ambushes your character. Hit the buttons indicated onscreen to fight off the attack. Tag to Nick, proceed to the fallen, hollow tree trunk, and use his crowbar to pry it open.

MINIKIT: Hidden in Tree Trunk

After Nick tears open the huge hollow log, step inside and turn left to find a hidden Minikit.

Move through the hollow log and fight off a pack of small dinosaurs. Tag to Sarah and use her Agile ability to make a running slide under the pink/blue “agility object” on the skeleton spanning the path. (Remember: Run at the bar and hit your Jump button at the last second to slide underneath.) Fight off the small Compsognathus pack on the other side. Then smash the two InGen crates and assemble the build-it pieces into an industrial jack. Turn its crank to jack up the skeleton and let the others pass underneath.



Distract the Raptors

Continue along the path until another Velociraptor blocks the way up ahead. Tag to Nick and use his bolt cutters to slice open the nearby chain-wrapped crate. This releases two Compsognathuses who run down the path, attracting the raptor’s attention. Follow the raptor to find that it has an InGen hunter pinned on the ground. Step into the dino icon and use Nick’s camera to shoot a photo and drive away the raptor with the flash.

A little further ahead, you reach an intersection where two more hunters are trapped by a pair of Velociraptors. Tag to Sarah and sneak down the left path to the droppings pile. Rummage to find build-it pieces and assemble them into an ice cream mini-truck. It scoots past the raptors and they take off in hot pursuit! That's two more lucky hunters who owe you.

Keep moving until another raptor ambushes your character. Press the buttons prompted onscreen to drive it away. Proceed to the clearing where an abandoned truck sits next to the exit path, blocked by the raptor with the remains of the ice cream mini-truck. Tag to Kelly Malcolm and use her Scream ability to shatter the truck's window glass. Assemble the build-it pieces that fall into a "burger contraption." Then hustle past the distracted raptor.

Tag to Sarah and continue down the path until you encounter another hunter pinned by a raptor. As before, step into the dino icon and take a flash photo to stun the beast and drive it away. Be sure to nab the Amber Brick that appears if you rescued the other four hunters earlier!

Walk down the path to trigger the level-ending scene: After the foursome survives a wild mud slide, Nick Van Owen rushes ahead to look for the communications center, saying he'll meet up with the others later.

Hub Transit 8

With Nick Van Owen running on ahead of them, Sarah Harding, Ian Malcolm, and his daughter Kelly follow down the last stretch of the trail leading to the Operations Building.

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Kelly Malcolm	Agile, Scream

Get Through the Gate

Follow the blue stud trail to the gate. Tag to Kelly Malcolm and use her Scream ability to shatter the glass covering the doorway on the building to the right.

Enter and turn the crank switch to open the gate. Then proceed through the gateway into the next area to trigger the opening scene of the next level.

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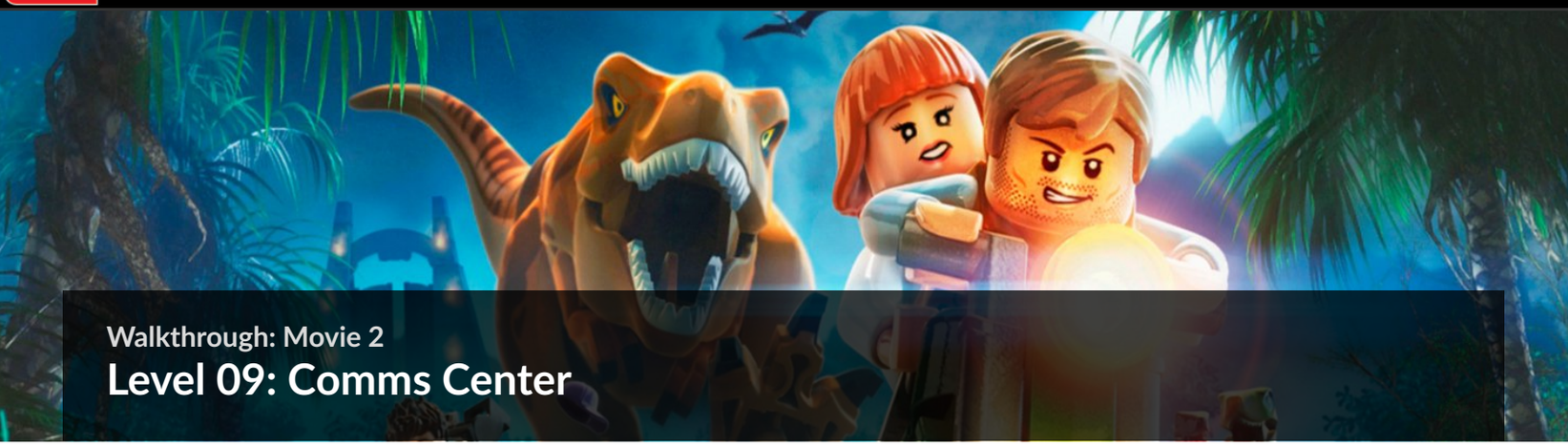


Walkthrough: Movie 2

Level 09: Comms Center

Sarah Harding and the Malcolms enter the outer yard of the Operations Building. The place seems deserted at first. But as they explore further, the horrible truth becomes clear: The compound is overrun with raptors!

True Survivor Stud Requirement
60,000 studs

Compound

The threesome hopes that Nick Van Owen made it to the communications center before them. Where is it, though? You'll need to do some exploring. Of course, getting across the compound yard to the Radio Tower will be no picnic. raptors abound!

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Kelly Malcolm	Agile, Scream

Access the Garage

First, get the Minikit where you start. (See our Minikit directions.) Then tag to Sarah Harding and smash the equipment just to the right of the colorful gate into build-it pieces. Assemble them into a swing bar on the wooden fence; then send Sarah over the top.

MINIKIT: Barrel Kit

From where you start the level, go left and smash the stuff (circled) tucked against the support pillar. Assemble the build-it pieces into a Minikit.

MINIKIT: Dino Crossing Signs

The compound holds three piles of hopping build-it pieces that you can assemble into Dino Crossing signs. Assemble all three to earn a Minikit. The first sign is in the yard outside the garage. The second sign is in the garage yard in front of the hoisted car. And the third sign is near the Radio Tower entrance and becomes available after you crash the white truck.

Move past the truck and nab the blue stud to trigger a raptor attack. Fight off the monster by pressing the buttons indicated onscreen. Rummage in the nearby droppings pile to find the red pulley hook and attach it to the front of the truck. Pull the hook until Sarah attaches it to the gate. Then use the pulley to yank open the gate.

Tag to Ian Malcolm and approach the garage door. Fight off the Compsognathus swarm that attacks; then use Ian's flare to enter the darkened garage. Find the power generator and use the primer pump to charge it. Exit the garage under the hoist that raises the car.

Activate the Gas Pump

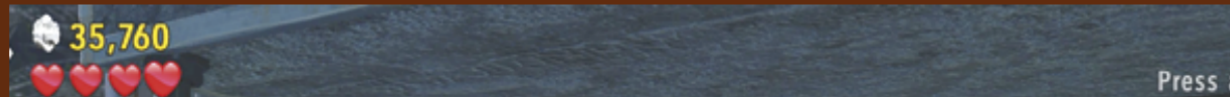
Try to use the gas pump in the next yard. This triggers another raptor attack; press the button prompts shown to fight it off. The pump needs power routed to it. Tag to Kelly Malcolm and use her Scream ability to shatter the glass door into the workroom.

Enter and clear out the Compys that infest the room. Then smash the worktables and use the build-it pieces to repair the power generator. Use the primer pump to charge it. This sends a surge of power out to the gas pump. Now go out and use the gas pump again. Pull the hose all the way to the white truck in the yard to fill it with gas.

Get in the white truck to trigger a quick, crazy scene: A raptor leaps onto the vehicle, trying to eat the driver. The car crashes into the Radio Tower building. This shakes off the raptor. Smash the wooden pallets leaning against the door to the Radio Tower. The door automatically opens. Before you head inside, be sure to grab the Minikit in the nearby dark alcove.

MINIKIT: Gas Pump Yard

After you power up the gasoline pump, fill the white truck with gas, and then crash the vehicle. You reveal a dark alcove. Send Ian Malcolm in with his flare to nab the Minikit.



Radio Tower

Well, you got inside. But a relentless raptor bangs on the tower behind you. Ian Malcolm holds the door against the beast for now. Sarah and Kelly must find a safe way up the tower interior.

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Kelly Malcolm	Agile, Scream

Climb the Tower

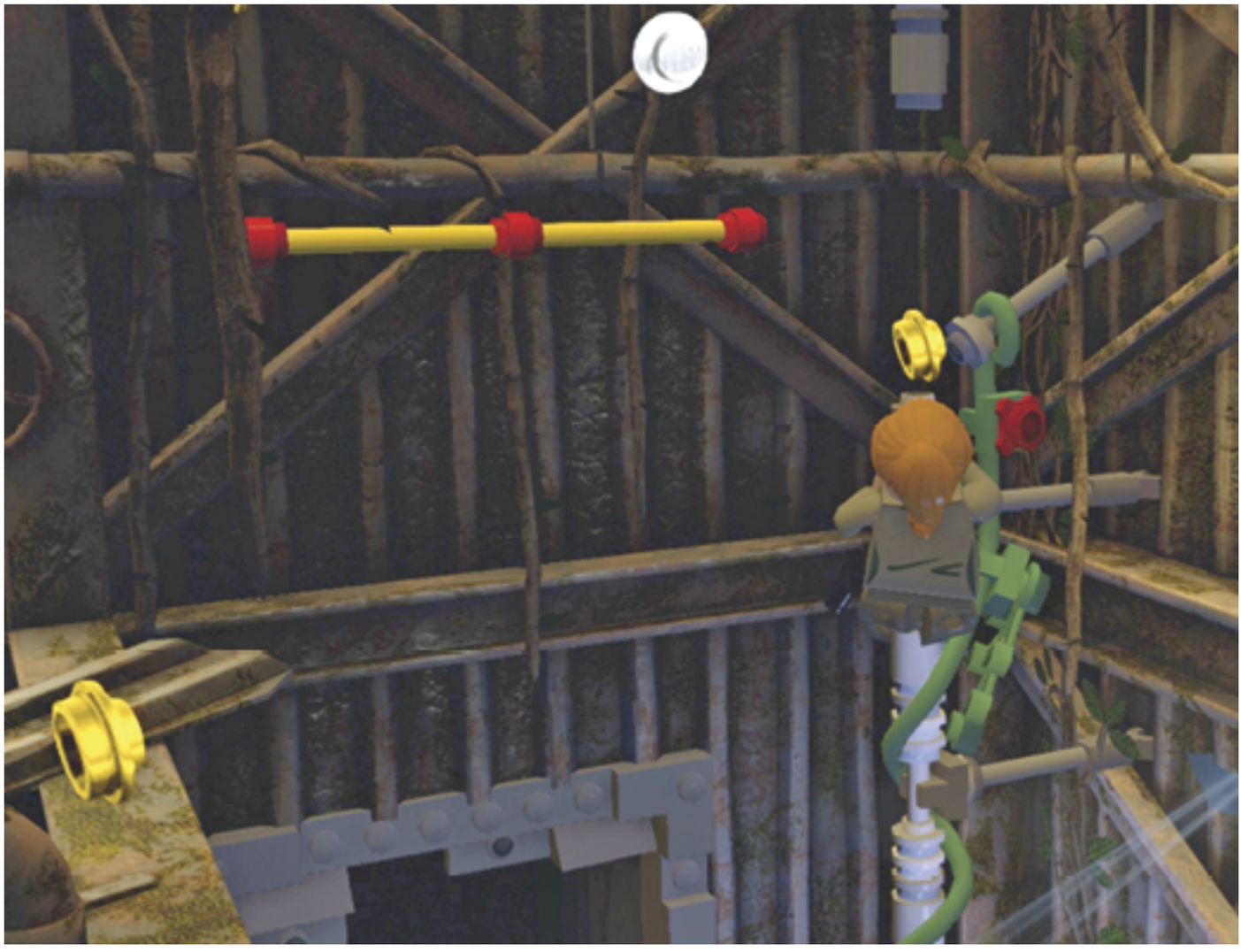
That nearby locked cabinet needs a key, which you can find next to the hard-hat skeleton across the room. But when you approach, a raptor bursts from the wall! Tag to Sarah Harding and take a flash photo from the dino icon to stun the raptor and drive it away. Then smash the skeleton and pick up the key.

Use the key to open the cabinet. Tag to Kelly and use her Scream ability to break the glass door. Assemble the build-it pieces that fall into two “acrobat walls” running up the tall alcove space. Send either character (both are Agile enough) bouncing upward from wall to wall, working your way to the second-level walkway.

Follow the walkway to the dino icon and press your Activate button to kick down a catwalk plank. Walk to the end of the plank; then leap across to grab the chain. Hang on the chain as it pulls down the other half of the catwalk. Keep hanging but tag to your other character who can walk across the catwalk to the other side.

Smash the piping and boards on the back wall to trigger a raptor ambush. Press the buttons indicated onscreen to fight off the attacker. Then use the build-it pieces to assemble a ladder for the other character to climb.

Tag to Kelly and step onto the blue/white “buddy boost” pad. Tag to Sarah, step to Kelly, and jump to get boosted up to the grab bar. It breaks and Sarah falls back down! But that’s okay—use the broken bar pieces to rebuild the missing part of the nearby pole. Climb the pole to the top and jump over to the yellow/red hang bar.



Slide left and hop over to the third-level walkway. When you approach the narrow green ledge, another raptor bursts through the air vent! Step back onto the dino icon on the platform and use Sarah's camera to snap flash photos and drive off the raptor.

Move along the narrow green ledge to the next platform and smash the LEGO water tanks and pipes. Assemble the pieces into a bounce pad and use it to hop to the fourth-level walkway. When you arrive, another raptor ambushes you. Fight it off as usual!

Lower the Lift to Ian Malcolm

Use the nearby twirl poles to swing over and land on the acrobat wall. Hop upward from wall to wall to reach the fifth-level walkway. Tag to Kelly, approach the cabinet, and scream to smash its glass door. Use the build-it pieces to repair the nearby lift platform.

Tag to Sarah and follow the walkway to the lift. En route, one last raptor bursts from an air vent like a nightmare. Use Sarah's photography skill to snap a picture and scare away the stunned creature. Use the build-it pieces near the air vent to assemble the lift control button. Finally, use the button to lower the lift platform and trigger Ian's escape.

110,840
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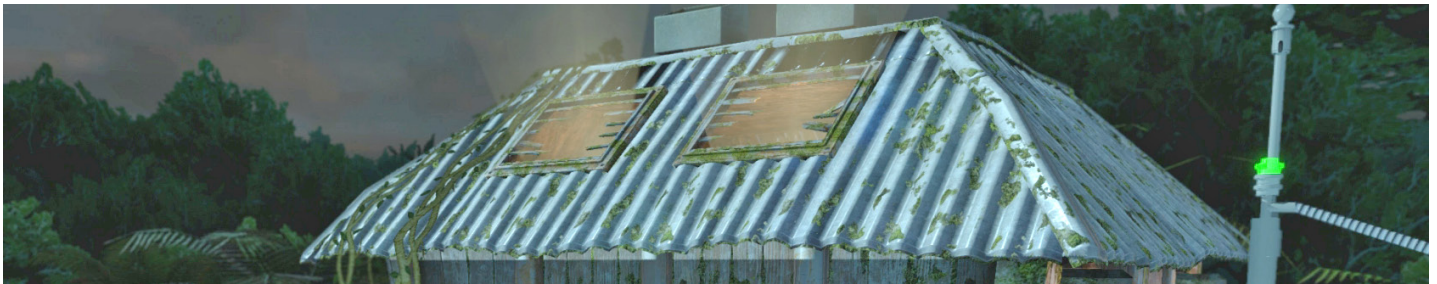
Press any button

Rooftops

PUTTING YOUR
SAFETY FIRST!
DAYS
HOUT AN
ACCIDENT
Rooftops



Ian, Kelly, and Sarah emerge from the Radio Tower onto its roof and spot Nick Van Owen over by the helipad, signaling with a lantern! Escape from deadly Isla Sorna is at hand. But the courtyard below is teeming with toothy raptors! How can you reach Nick?

Icon	Story Characters	Abilities
	Sarah Harding	Droppings Rummage, Dino Heal, Agile, Photography
	Ian Malcolm (Isla Sorna)	Illuminate (Flare), Academic Panels
	Kelly Malcolm	Agile, Scream

Cross the Rooftops

Move to the right and jump to grab the power cable. Your character automatically zip-lines down the cable to the lower rooftops. (The others automatically follow.)

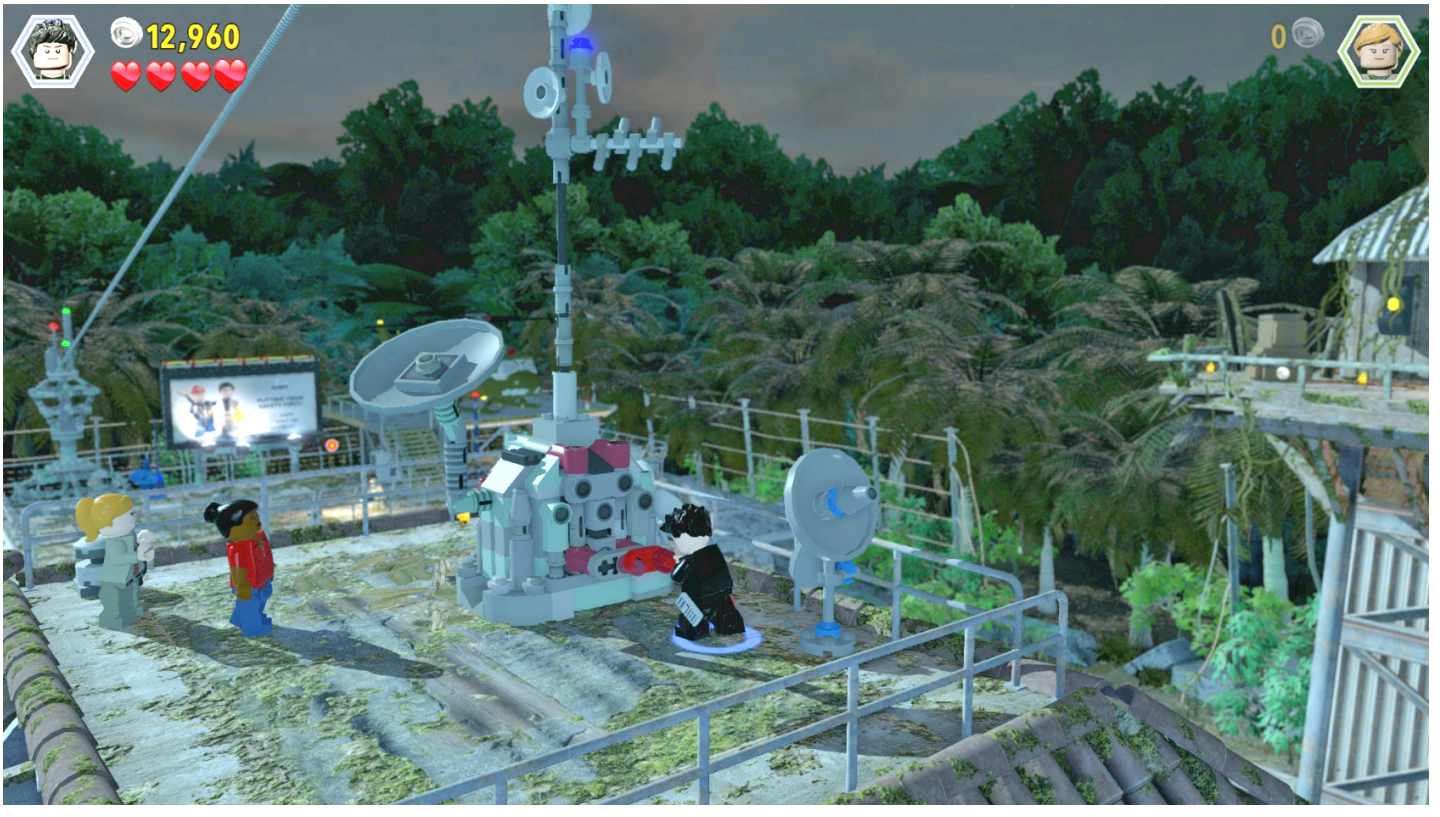
MINIKIT: Moss Covered Kit

After you slide down the zipline cable to the lower rooftop, destroy the moss-covered fan housing in the back-right corner (circled) and assemble the build-it pieces into a Minikit.

Head to the left and smash the rooftop fan housing that's overgrown with weeds. Use the build-it pieces to assemble a small platform atop a light pole in the yard. As you finish, a helicopter drops in and lands on the helipad, waiting for you! Carefully hop across a series of five small platforms while ravenous raptors circle in the courtyard below.

Zip to the Helipad

When you reach the balcony, head left down the walkway. (If you head directly toward the helipad, a raptor cuts off your approach.) Smash your way around the left side of the building and climb the ladder. At the top, a raptor leaps onto the roof. Tap the button shown to tear off some of the red tile roofing: The dinosaur slides partway down. Repeat two more times to send the beast tumbling off the roof.



Climb to the rooftop, smash the array in the front corner, and pick up the red crank switch that drops to the roof. Step onto the dino icon and turn the switch to lower the antenna. Use the bounce pad created from the antenna dish to hop and grab the cable. Your character automatically zip-lines down to the far platform near Nick and the helipad.

Go to the stairs and climb to the helipad to trigger the level-ending cinematic: Nick, Ian, Kelly, and Sarah fly safely across the island as disappointed raptors watch them go. From the air, the crew spots a peculiar sight: Surviving members of the InGen expedition have what looks like a tranquilized T. rex in a cage.

Hub Transit 9

This hub transit section is as brief as they come. Simply walk any character toward the helicopter door to trigger the opening scenes of the next level in San Diego.

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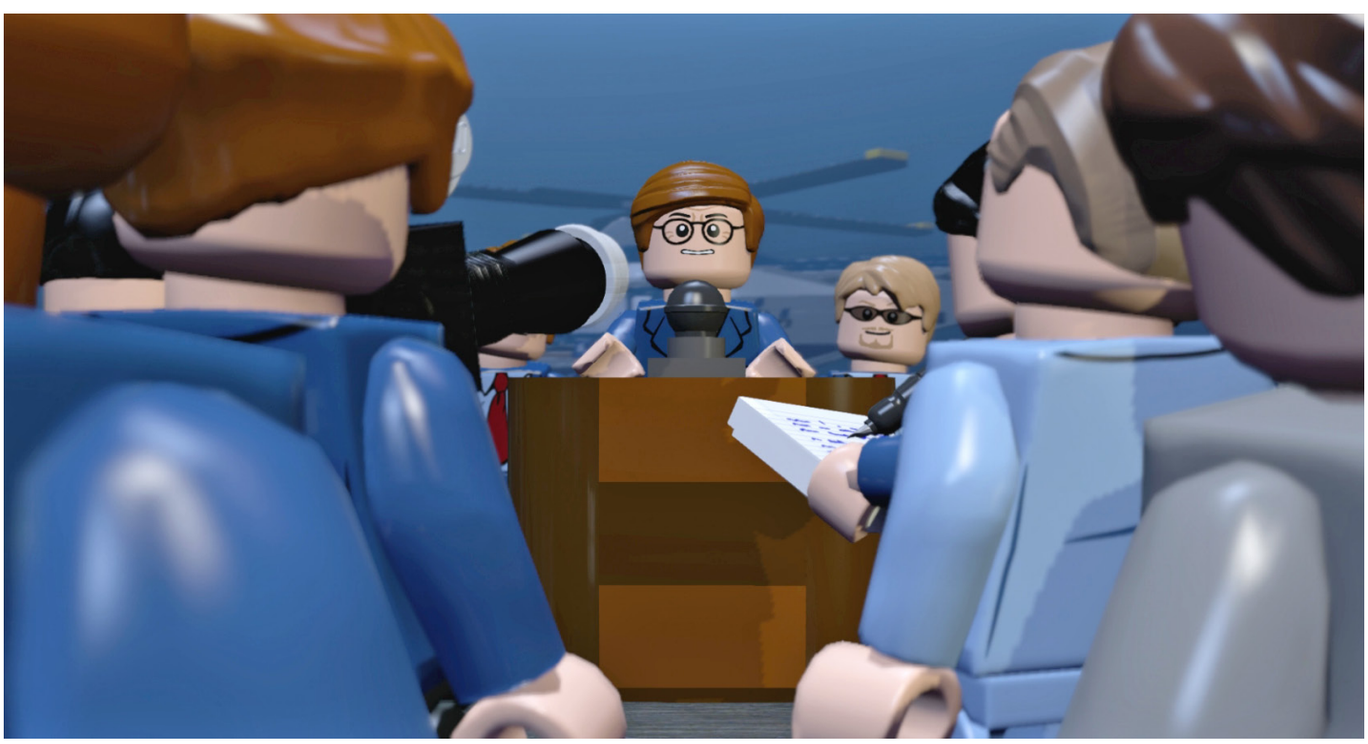
Walkthrough: Movie 2

Level 10: San Diego

Doctors Ian Malcolm and Sara Harding arrive at the crowded San Diego waterfront. Peter Ludlow is there with a media circus, plugging his shameless new venture: "Jurassic Park: San Diego." But when theS.S. Venturearrives with the park's main attraction, the debut makes more of a splash than he bargained for.



True Survivor Stud Requirement
60,000 studs

The Docks

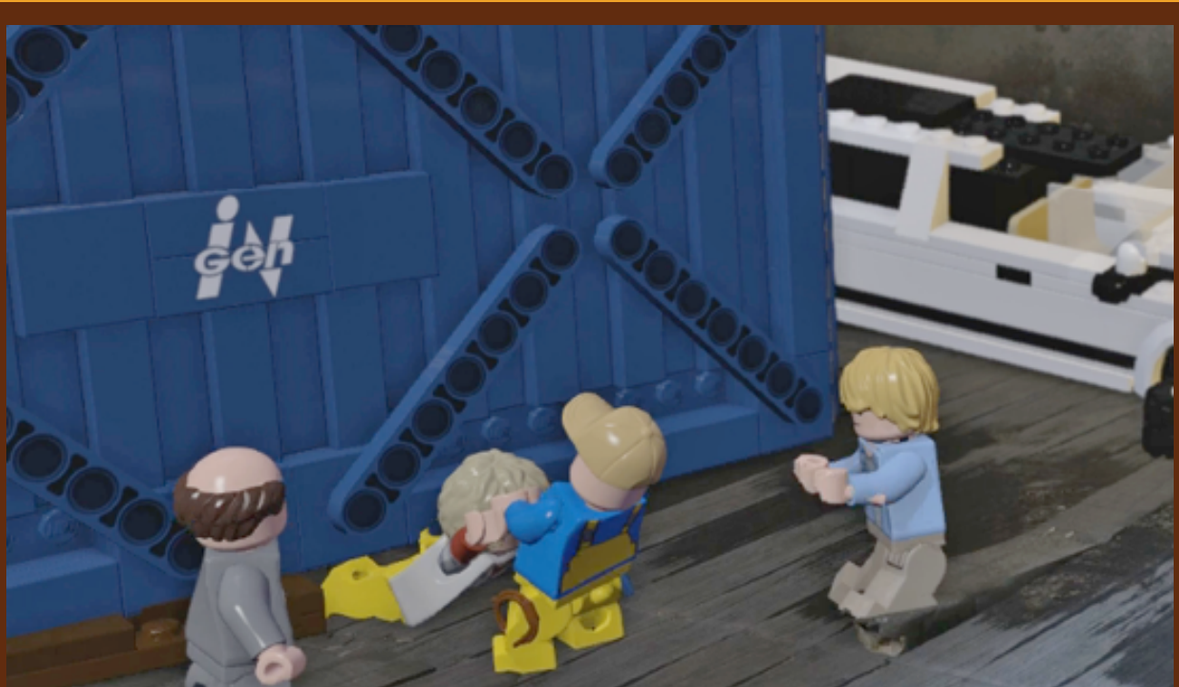
After the InGen ship plows into the jetty, chaos reigns! Sirens are screaming. People need help. And that big broken ship needs some serious investigating.

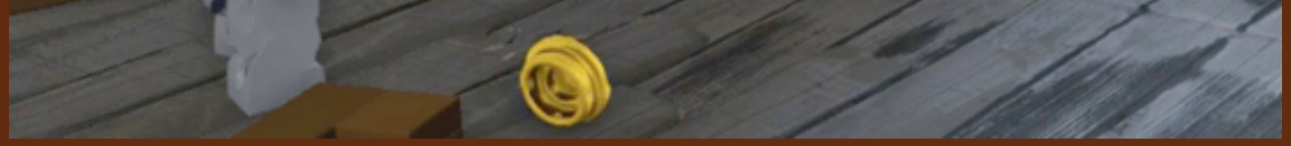
Icon	Story Characters	Abilities
	Sarah Harding (San Diego)	Droppings Rummage, Dino Heal, Agile, Photography
	Ian Malcolm (San Diego)	Illuminate (Flare), Academic Panels

Rescue People

Move down the dock to the reporter trapped under debris and pull him out. The debris collapses into build-it pieces. Use the pieces to build up the dock piling just off the pier. Then hop across the series of pilings and buoys to get past the torn gap in the dock.

MINIKIT: Rescue Three People



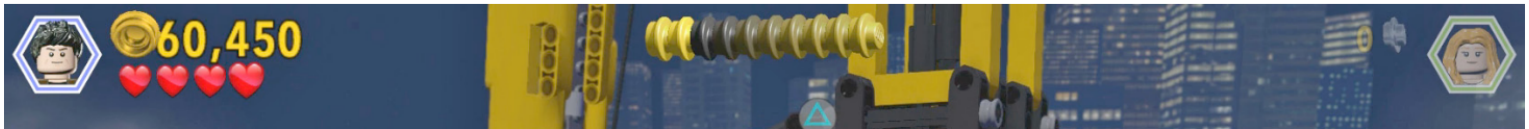


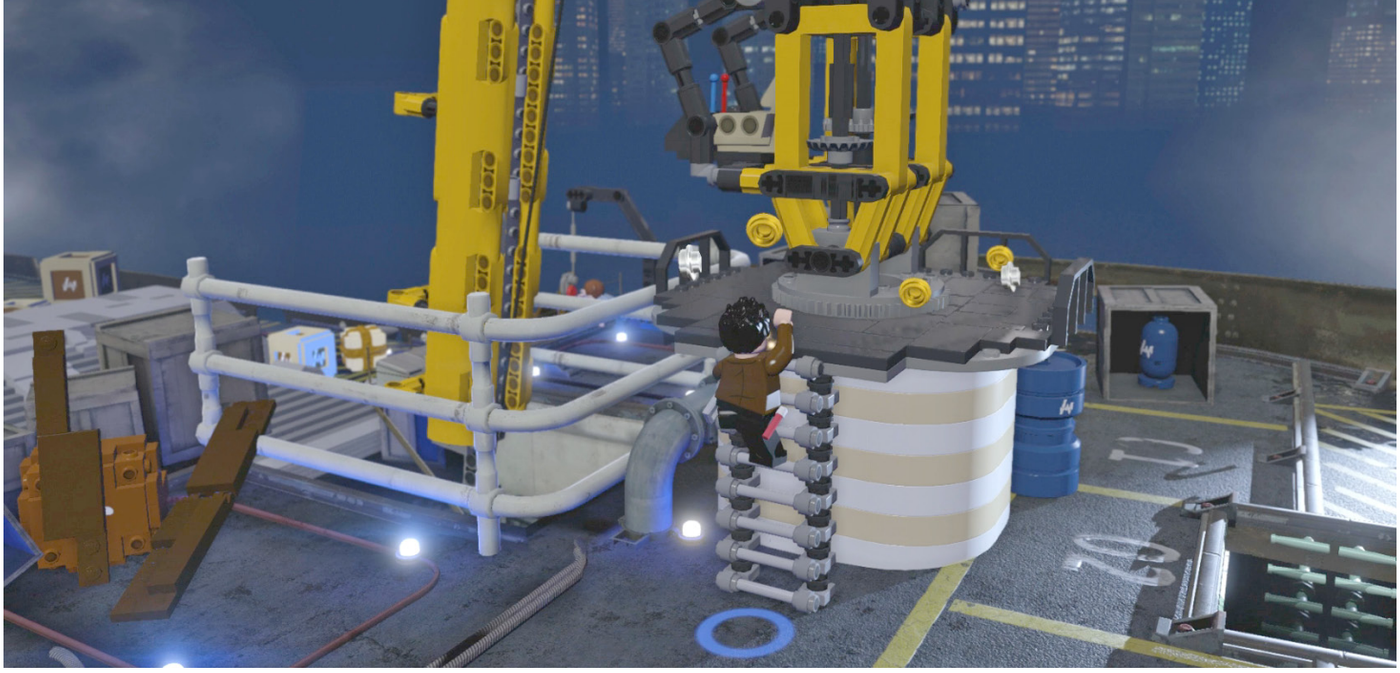
You earn a Minikit if you rescue the three folks pinned by the wreckage of theS.S. Venture's collision with the dock. First, pull the reporter out from the debris at the start. Second, use the crane to lift the shipping container off the dockworker. Finally, when you reach the guard reaching for the button above the boost pad, jump off the boat and follow the dock to the left to find an InGen guard trapped under a semi-truck. Pull him out!

Once past the gap, head toward the crane ahead. A dockworker is trapped under a big shipping container. Smash the white InGen crate to the left of the small crane and pick up the red crank switch. Hop onto the crane platform and install the switch on the control mechanism. Turn the switch to swing the crate around and drop it.

Hop off the crane platform and use the build-it pieces to assemble a bridge into the large gash torn in the ship's hull. Tag to Ian Malcolm, cross the bridge, and use Ian's flare to enter the darkened hold. Climb the ladder to the ship's main deck.

Smash open the white/brown InGen crate next to the big deck crane. Assemble the build-it pieces into a ladder and climb up; then jump into the crane control compartment. Use the left stick to swing the crane hook over and down onto the blue shipping container. Then lift it off the pinned dockworker. Watch as something big and powerful rocks the ship's containment hold, forcing the crane to drop the container.



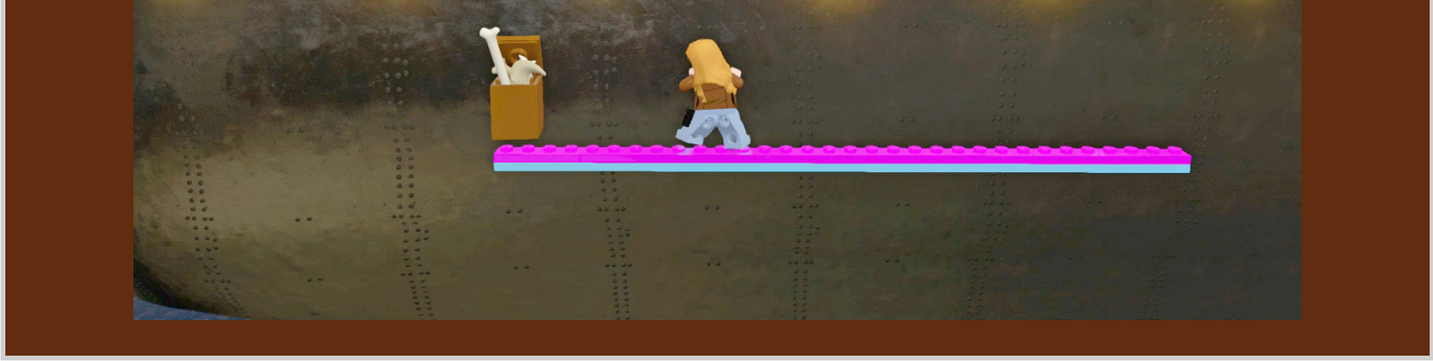


Hop off the crane platform and descend to the dock again. Go left and use the container floating in the water to hop across the next gap in the dock. Fight off the blue-uniformed InGen guards posted there. Tag to Sarah and use the glowing jump spot to grab the anchor and pull it down. (Here you can try the jumping puzzle to reach a Minikit.)

MINIKIT: Jumping to the Stern

Near the leftmost end of the dock, you can leap out to a dock piling. From there, hop across a series of four more pilings to reach the narrow pink ledge on the ship's outer hull.

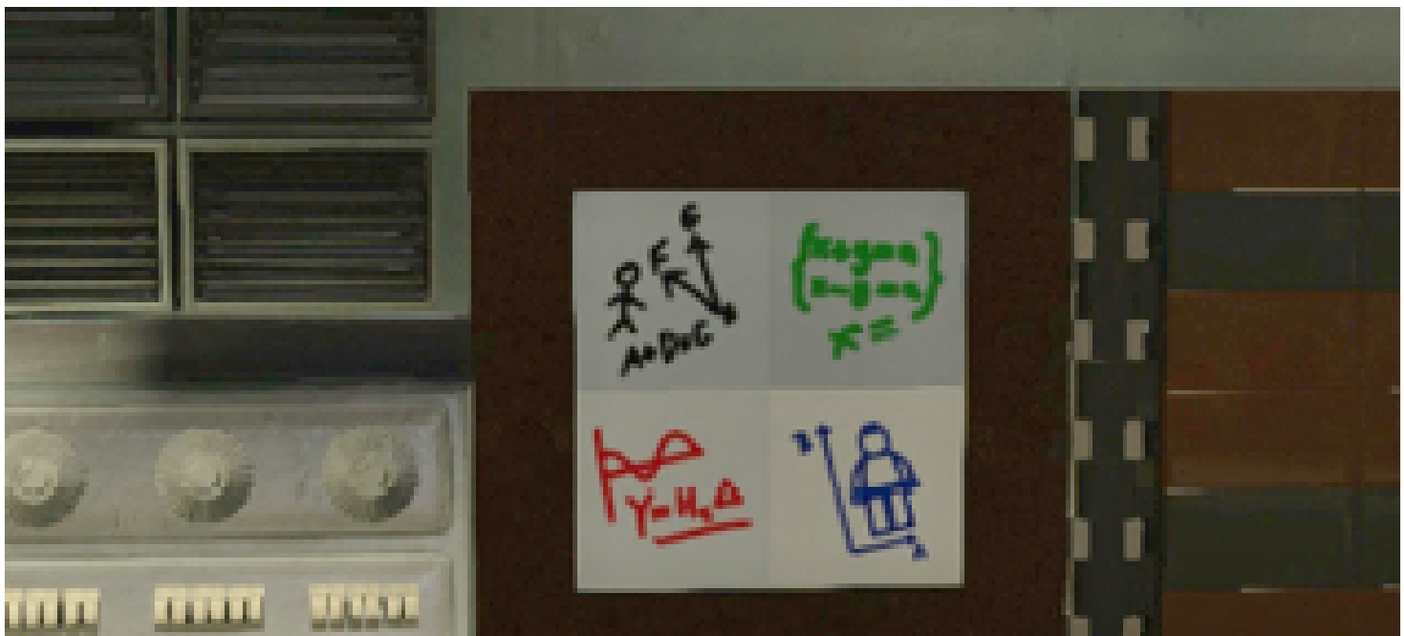
Slide left along the ledge, hop across the three handholds to another ledge, and slide over to the Minikit. Then reverse the process all the way back to the dock!



Get to the Ship's Cargo Hold

Climb the anchor chain and knock out the InGen guards. Smash open the big white/brown InGen crate and assemble the build-it pieces into a bounce platform. Use it to bounce up to the security door leading into the ship's helm. Turn the red crank wheel to open the door.

Deal with the InGen guards, tag to Ian Malcolm, and approach the "academic panel" on the back wall. Activate it and watch the order the four sections light up. Then select the sections in that same order to solve the puzzle. Use the build-it pieces that spill out to make a gear assembly that opens the door. Go on through!



Tag to Sarah Harding; then head downstairs and smash the crate full of agility pole pieces. Assemble the pole and use it to swing into the cage. Move left to another agility pole and swing back out of the cage. Go right and push the big crate down the checkered slide path to let Ian get through.

Proceed to the left and be ready for a wild fight! Many InGen guards rush to attack you from multiple directions. Knock out all of them. Then continue left to find the InGen guard calling for help.

AMBER BRICK: Dark Container

After the big fight with InGen goons, send Ian Malcolm with his flare into the dark container from which a number of guards emerged during the battle. Inside, find the Amber Brick at the far end. This unlocks the majestic Brachiosaurus.

Walk one character onto the blue/white “buddy-boost” pad and press the Use button to get into the boosting position. Tag to the other character, approach the booster, and press the Jump button to get heaved onto the higher deck. This triggers a cinematic: The T. rex escapes!

Jaws on Land

When Steven Spielberg took on the direction of Jurassic Park, as he puts it, “I was really just trying to make a good sequel to Jaws, on land.” As the T. rex escapes at the docks, you see a familiar-looking fishing boat out in the water.

Fans of Jaws will recognize it as the Orca, the vessel of the shark hunter Quint in the movie. They will also recognize Sheriff Brody’s famous line as he first spots the great white shark: “We’re gonna need a bigger boat.”

San Diego Streets

Sarah and Ian know what the T. rex is searching for. The only way to get the big, angry dinosaur back into the ship's containment hold is to lure it there with its baby. So they put the T. rex youngster in Ian's red convertible to draw its parent's attention. The chase is on!

Icon	Story Characters	Abilities
	Sarah Harding	Throw Drumsticks
	Ian Malcolm	Drive

Drive...or Throw Drumsticks

As in previous chases, you can use the left stick to steer side to side, picking up studs plus a pair of Minikits on the route. But in this chase, you can also tap your Change Character button to switch to Sarah Harding.

As Sarah, use your left stick to move the aiming reticle, and press the Attack button to toss a nice, meaty drumstick at the target! If you want to steer the car again, just tap Change Character to switch back to Ian Malcolm, the driver.

MINIKIT: Feed Mommy Three Drumsticks

During the chase, you can character-switch to Sarah who has a bucket of drumsticks that she can throw. When the T. rex roars, his mouth opens and you see a red target appear inside. If Sarah can toss three drumsticks into the red target, you earn a Minikit!

MINIKIT: Shatter the Pane

Right after an oil tanker cuts off the T. rex and explodes in a huge fireball, your car swerves down another street and the camera shifts to a view from behind the vehicle. Watch for workers wheeling a large pane of glass across the street up ahead. Smash right through it to pick up a Minikit!

MINIKIT: Hit the Truck Ramp

Not far down the road from where the pane of glass crosses the street is a car carrier truck with its ramp lowered in back. Drive up the ramp to collect another Minikit!

Eventually you return to the waterfront district and the chase ends. Watch the heartwarming, movie-ending cinematic!

Hub Transit 10

Here's another very short transition in the Isla Sorna hub. Simply walk along the pier to the right into the marker next to the boat and press the button indicated onscreen to trigger the opening cutscene of the next movie.

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Walkthrough: Movie 3

Level 11: Landing Site

Two years later, back in Montana, Dr. Alan Grant works his new Fort Peck Lake dig site. The excavation team, led by his associate Billy Brennan, has uncovered exciting new fossil records about Velociraptors. But money for Grant's project is running out, so he meets with a wealthy couple, Paul and Amanda Kirby.

The Kirbys are interested in an aerial tour of Isla Sorna—the famous “Site B” dinosaur island you explored in Movie 2. Dr. Grant is reluctant at first. But when the couple offers generous funding for his research, he can’t say no. Soon Grant finds himself on a Beechcraft plane heading toward the dinosaur capital of the world. With him are the Kirbys, Billy, and three sketchy mercenaries named Cooper, Nash, and Udesky.

True Survivor Stud Requirement
51,000 studs

The Landing Strip

The “tourists” surprise Dr. Grant and Billy Brennan by actually landing the Beechcraft on Isla Sorna! Amanda Kirby keeps blaring out “Eric!” and “Ben!” on a megaphone that’s sure to attract unwanted attention. You can also hear the three mercenaries chattering loudly out in the jungle.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Billy Brennan	Climb

Get Up the Cliff

Tag to Paul Kirby and walk to the right. Just past the first building you see a sparkling orange loop (a “grapple point”) on the back wall. Fight off the Compsognathus pair as you approach. Then use Paul’s special ability to attach his grappling hook to the loop. Pull down the vines to reveal a climbing wall—a wall with a bunch of small LEGO handholds.

How to Grapple

Paul Kirby's special Grapple skill is a ranged ability that you can aim like a rifle. Just hold down your Aim button to bring up an orange aiming reticle. While still holding the button, use the left stick to move the reticle over the target you want to grapple. Release the Aim button to fling the grappling hook at your target.

You can also just tap your Special Ability button once if Paul is near an orange grapple point target.

Tag to Billy Brennan, climb the wall, and hop over onto the decrepit equipment shed. Move rightward and climb sideways on the next wall to reach the high ledge at far right. Continue to the right, ride down the short mudslide, then punch the striped support on the power pole to knock over the pole. Note that the fallen pole has an orange grapple point on top.

MINIKIT: Cut & Climb

At the landing strip's far-right end, Alan Grant can cut the rope on the pulley to release a green vine. Climb the vine to nab the Minikit at the top.

Reach Amanda Kirby

Tag to Paul Kirby and use his grapple hook to hang a rope from the power pole. Tag to Alan Grant and climb the rope. At the top, swing leftward to the loose earth and dig up a pile of bone build-it pieces. Use Grant's Bone-Build ability to assemble a bridge across to the shed's rooftop.

Tag to Paul Kirby and use his Repair ability to fix the lift generator. Then turn the red crank switch that raises the blue lift platform at left. Tag to Grant, jump to the blue platform, and then jump across to the next shed rooftop.

Climb uphill to the tangle of vines wrapped around a tree and cut them loose. Tag to Paul Kirby and grapple the orange loop atop the pole to attach a rope. Use the rope to swing Paul across the gap onto the roof of the landing strip's main building.

Now use Paul's grapple hook to pull over the scaffolding at the back of the rooftop. Use the broken pieces to assemble a nice staircase on the checkerboard slide path. You can't push it yet! Tag to Alan Grant and cut the vines wrapped around the crate to the left of the staircase, smashing the crate too. Then push the staircase all the way to the left and climb to Amanda.

This triggers a wild and wooly mission-ending sequence: As a very, very loud dinosaur howls from the jungle, the crew rushes back into the Beechcraft airplane and tries to take off. But poor Cooper gets used as anti-aircraft fire by a towering Spinosaurus, and the plane crashes into the trees. Then the massive dinosaur shakes out the fuselage and gives chase to the fleeing survivors!

Spinosaurus Escape

By now, you should be used to getting chased by hungry monsters. Run screaming! And keep a sharp eye out for blue studs and collectibles as you sprint in terror.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	N/A
	Billy Brennan	N/A

Run and Scoop Studs!

As in all previous chases, you can steer your running character from side to side. Guide him along each row of silver studs and hop when you hit the gold stud. This propels you over an upcoming log, and also lets you snag a blue stud floating above the log. (Note: One of the logs has a Minikit floating above it instead.)

MINIKIT: Right Side Kit

Not long after the chase starts, you reach a Minikit on the far-right side of the path, just past a log near the grass edge. Note: If you start out running down the far-left side to target the first bone pile (see the next section) it's very hard to swing over to the right in time to hit this Minikit. But if you start out running on the right side, chances are good that the Spinosaurus will smash the bone pile on the left for you!

MINIKIT: Smash the Bone Piles

Several piles of bones are stacked along the route. If you smash three of the piles, you earn a Minikit. The first one is near the start of the chase, on the left side of the path. After that, steer to the far right edge of the path to smash another bone pile just before you reach the arch. One appears just after the arch when the camera view swings to the side. Steer to the far side (away from the camera) of the route and run through the horned skull.

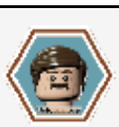
MINIKIT: Side View Ramp

Shortly after ducking underneath the arch and the camera view swings to the side, look for a low ramp over on the far side of the path (away from the camera). Steer your character up the ramp to run through a Minikit.

The chase finally ends when the Spinosaurus slams into a tree and gets trapped by heavy branches. You can bet the monster won't stay restrained for long, so enjoy your respite while you can.

Hub Transit 11

As the trapped Spinosaurus roars angrily just down the path, do the smart thing. Move away from it, toward the camera!

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile

	Billy Brennan	Climb
	Udesky	Sharpshoot (Rifle), Tracker

Cross the Stream

Tag to Paul Kirby and follow the blue studs down the path to the stream. A small cave on the right near the water is home to a Compsognathus family. Smash the LEGO rocks next to the cave; then reassemble the build-it pieces to seal off the opening. If you don't, the little biters just keep coming.

Now you can sling Paul's hook at the orange grapple loop high on the tree across the stream. Pull it down for use as a bridge. Cross the bridge and tag to Alan Grant. Another Compy nest (circled in our shot) is a nuisance, so smash the rocks to its right and use the build-it pieces to seal the cave. Then use Alan's Raptor claw to cut through the wall of vines blocking the passage. Continue to trigger the cutscene for the next level.

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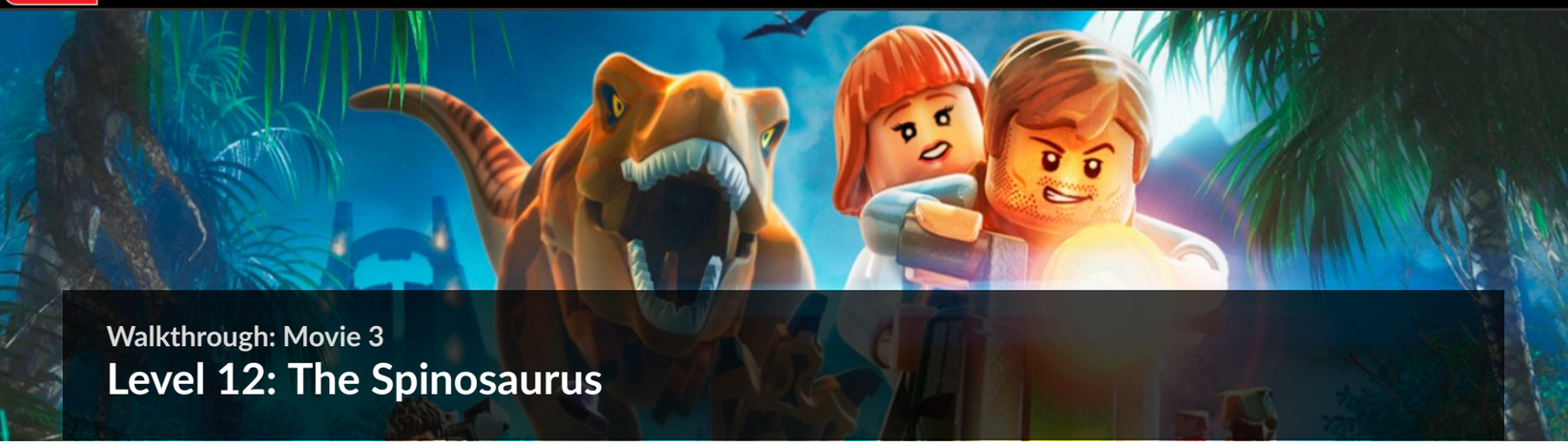


Walkthrough: Movie 3

Level 12: The Spinosaurus

That Spinosaurus looks even bigger and scarier than a T. rex. Is it tougher too? This level is where you find out. You also find out what Paul and Amanda Kirby are really up to here on Isla Sorna.

True Survivor Stud Requirement

65,000 studs

Spinosaurus vs. T. Rex

Alan Grant and Billy Brennan learn the truth about the Kirby “aerial tour.” Their son Eric Kirby, age 12, disappeared while paragliding near Isla Sorna with a family friend named Ben Hildebrand. They’ve been missing for eight weeks. Suddenly, two monstrous creatures converge on the location.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Billy Brennan	Climb
	Udesky	Sharpshoot (Rifle), Tracker

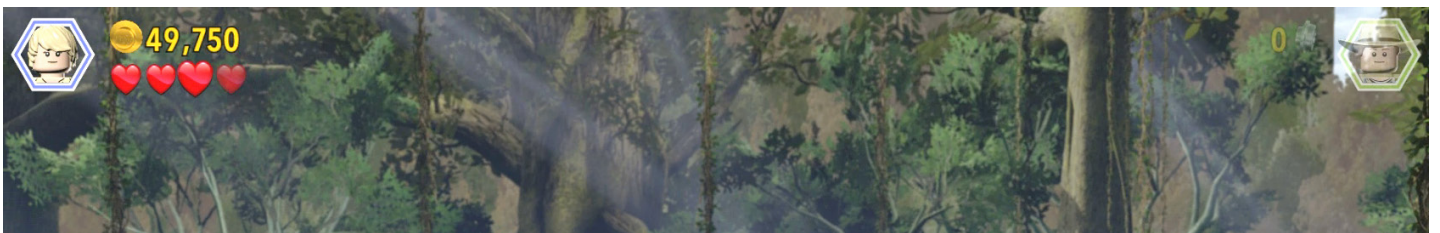
Distract the Spinosaurus, Pt. 1

This is a heavyweight bout for the ages! As the T. rex and Spinosaurus go tooth to tooth, move to the dino icon where Dr. Grant is trapped. Pull him out!

Now tag to Alan Grant. Move rightward to find the loose earth patch and dig up the build-it pieces. Assemble them into a strange yellow bird statue with a grapple loop on it. Tag to Paul Kirby, sling your hook onto the loop, and pull it back. The tree flings the fake bird past the dinosaurs, distracting the Spinosaurus long enough for the T. rex to recover and get on his feet.

MINIKIT: Grapple the Stump

Early in the dino fight, smash the three orange flowers by the tree stump (circled). Assemble the build-it pieces to put an orange grapple loop on the tree. Use Paul Kirby's grapple hook to pull open the stump and find the Minikit inside.

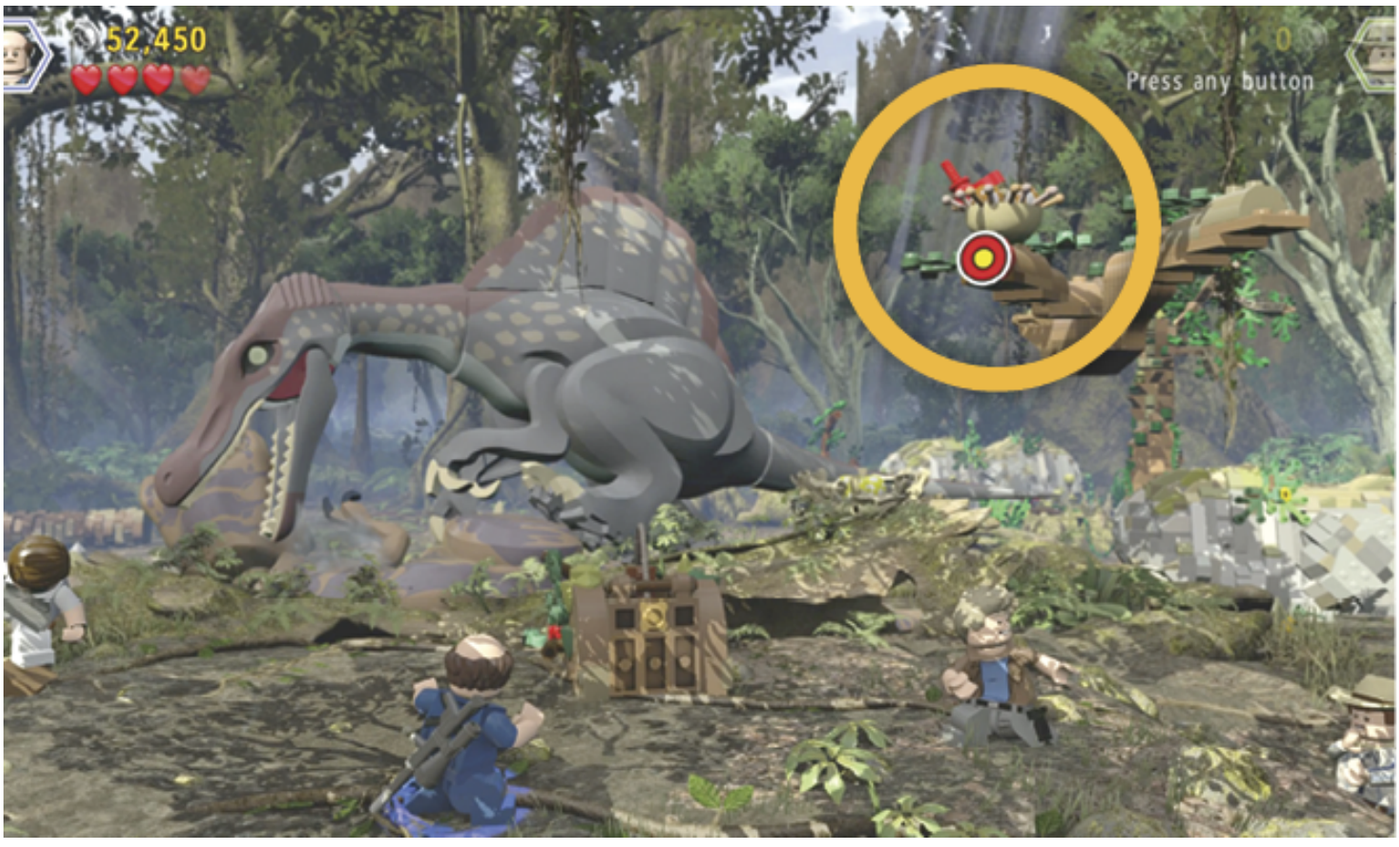


Tap your Change Character button to tag to the T. rex; then hit the button prompts indicated onscreen to grab the Spinosaurus by the neck and fling it into the tree. The tree shatters into a big pile of build-it pieces. When you automatically tag back to your human character, assemble the tree pieces into a bridge leading up to the next terrace.

MINIKIT: Build Three Nests

Three odd-looking “eggplants” feature spotted, greenish egg-like growths. Smash all three into build-it pieces; then reassemble them into nests to earn a Minikit. One eggplant is down on the first level next to the stream. After you cross the stream on the plank, a second eggplant is at the back of the terrace. The third eggplant is on the far-right side of the area, accessible after you use the Buddy Boost to catapult past the fighting dinosaurs.

Distract the Spinosaurus, Pt. 2



The T. rex still needs more help! Tag to Udesky, walk across the plank, and use his rifle to shoot the bull's-eye target up in the tree to knock down the nest. Reassemble the nest; then pick up the tracking item (a red crank switch) that falls and follow the blue tracks until Udesky unearths a pile of build-it pieces. Use them to complete the nearby catapult assembly.

Tag to Alan Grant and turn the red switch to pull back the catapult's sling arm, hooking it onto the platform with the nest. Then use Grant's Raptor claw to slice the catapult's rope and fire the eggs at the Spinosaurus. This distracts it again, letting the T. rex get back on its feet. Tap the Change Character button to tag to the T. rex again and use the onscreen button prompts to slam the Spinosaurus into a tree. The tree falls, but the titanic dinosaur battle still blocks your path.

Distract the Spinosaurus, Pt. 3

Tag to Alan Grant and smash the skeleton near the fallen tree to create a bone pile. Then dig up the loose dirt to unearth another pile of bones. Tag to Paul Kirby and use his grapple hook on the fallen tree to release still more bone pieces. When all three of the bone piles are available, they become build-it bones and start hopping. Tag to Dr. Grant and use his Bone-Build ability to assemble the bones into a Buddy Boost. Move Grant onto the Buddy Boost and assume the boosting position. Then tag to any other character and jump on the circle to fling Grant past the dinosaur battle.

Smash the red/green plant in front of the stump and assemble the build-it pieces into a twirl switch. Push the green side in a circle until the attached vine pulls the tree then releases it, slapping the Spinosaurus. Tag to the T. rex and hit the buttons prompted to neck-fling the Spinosaurus again, this time smashing the second wall blocking the path.

Tag to Alan Grant and run up the stud-marked path between the dueling dinos to trigger the mission-ending cinematic: The Kirbys finally own up to who they really are. Alan and Billy decide to head back to the plane wreckage, salvage supplies, and head for the coast.

The Crash Site

The Kirbys and Udesky catch up to the paleontologists at the plane crash site. The plane's blue/white tailpiece sits on a high platform in the trees. Good luck getting way up there.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Billy Brennan	Climb, Photography, Glide (gained this mission)
	Udesky	Sharpshoot (Rifle), Tracker

Access the Tailpiece

Tag to Udesky, head left, and shoot the bull's-eye target on the massive tree trunk to knock down some build-it pieces. Assemble them into a grab bar. Tag to Amanda Kirby and step into the glowing jump circle. Hop up both bars then onto the green vine. Leap over to the small terrace and then hop across the two green jump points to reach the wrecked tailpiece of the Beechcraft.

MINIKIT: Shoot Three Nests

Udesky can shoot the three high nests marked by bull's-eye targets to earn a Minikit. The first nest is up high on the big tree in the clearing where you start. The second nest (shown in our screenshot) is above the second climbing wall by the hanging propeller. The third is in the last clearing (shown in our screenshot) after Dr. Grant cuts through the vine wall.

Amanda notes some luggage is stuck in the netting above the plane. Smash the black/yellow debris just to the right of the tailpiece and use the broken pieces to finish the slide track. Then push the tailpiece down the track until it falls and breaks into build-it pieces below.

Assemble the broken pieces into a Buddy Boost. Tag to Alan Grant, move onto the Buddy Boost, and press your Use button to assume the boosting position. Tag to any other character and jump on the pad to fling Dr. Grant up to the tree platform. (You automatically tag back to Grant.) Then use Grant's Raptor claw to slice the rope. The luggage falls and smashes open a hole. (Alan can hop in the hole and snag a Minikit in the tree hollow below.)

MINIKIT: Tree Hollow

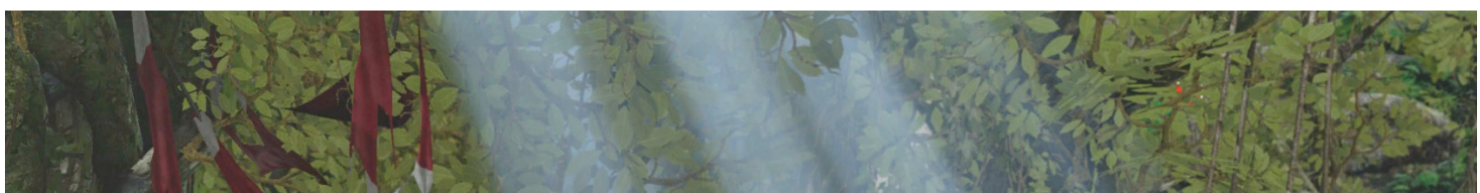
Find a Minikit in the tree hollow that's torn open when Dr. Grant cuts down the luggage hanging above the checkered slide track.

MINIKIT: Tree Grappling

There's a Minikit stashed in the tree above the plane's tail wreckage. After Amanda Kirby pushes down the tailpiece and you assemble the seesaw, use it to vault Paul Kirby onto the platform. Then use his grapple hook on the orange grapple point in the tree to pull down the kit.

Tag to Udesky down on the ground and pick up the tracking item, a bone. Follow the blue tracks until Udesky unearths a big pile of bones. Tag to Alan Grant and bone-build the pile into a bounce pad.

Glide Across the Gaps



Tag to Billy Brennan and use the pad to bounce onto the next tree platform. Then climb the climbing wall over to the parachute and pick it up. (This unlocks the Parachute for Billy and gives him the Glide special ability.) Run and jump in the direction indicated by the red/white arrow on the platform; then quickly press the Jump button again and hold it to deploy the chute. Keep holding the button until Billy glides across the gap and reaches the next platform.

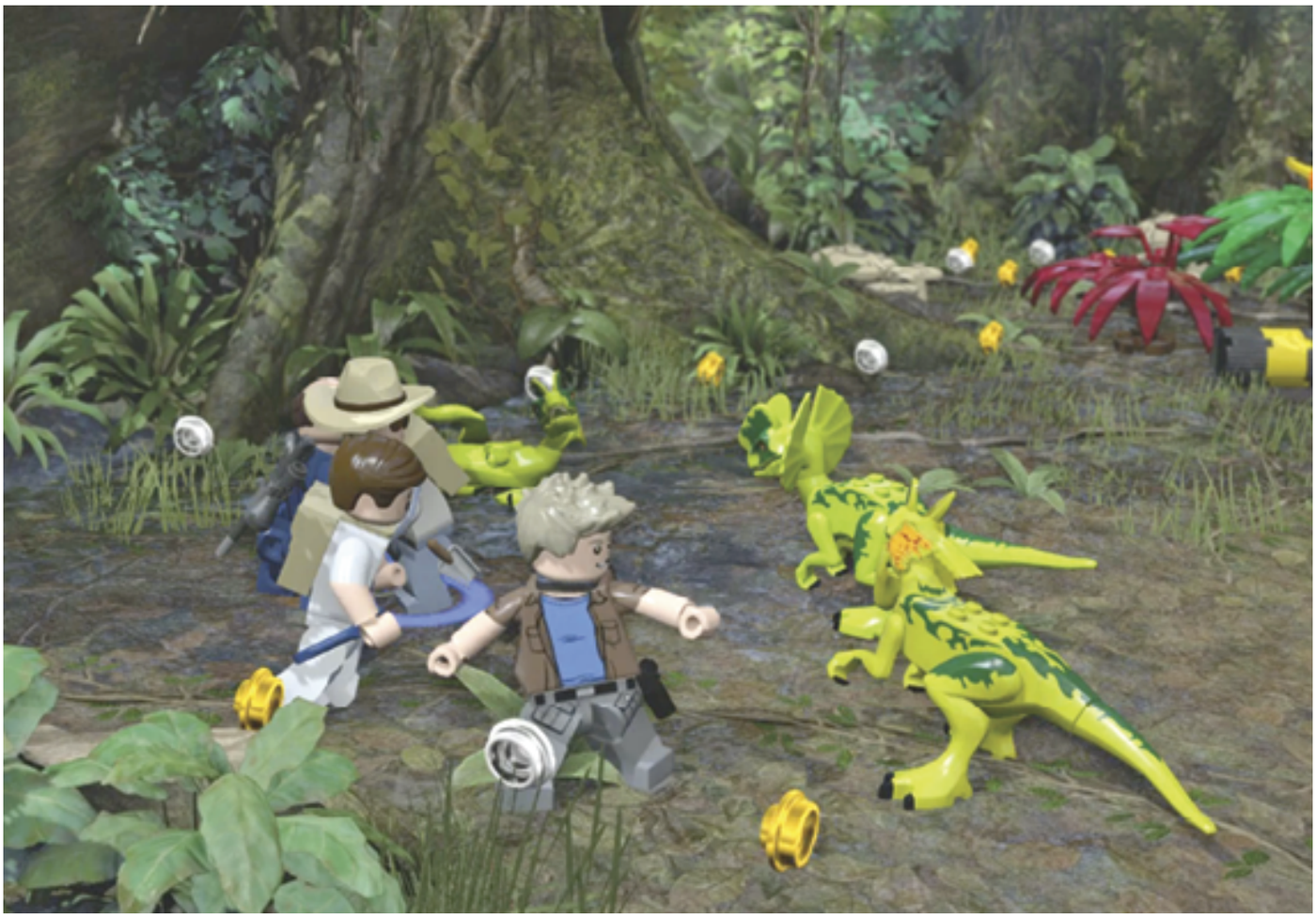
Push the propeller housing down the slide track until it falls and breaks apart. Assemble the broken pieces into a vertical fan. Tag to Paul Kirby and jump into the fan's upward airflow to ride up to the platform. Use Paul's grappling hook to pull open the tree trunk, exposing a climbing wall. Tag to Billy and climb to the next platform. Jump and deploy Billy's parachute to glide over the river to the far-right plateau where one of the Beechcraft's wings leans against a tree.

Smash the airplane debris to the right and the rocks in front of the wing. Then assemble all the build-it pieces into a rotating dinosaur statue. Push the green side of the switch to turn the statue and push the wing. It falls across the gap, forming a perfect bridge over the river.

MINIKIT: Brachiosaurus Photo

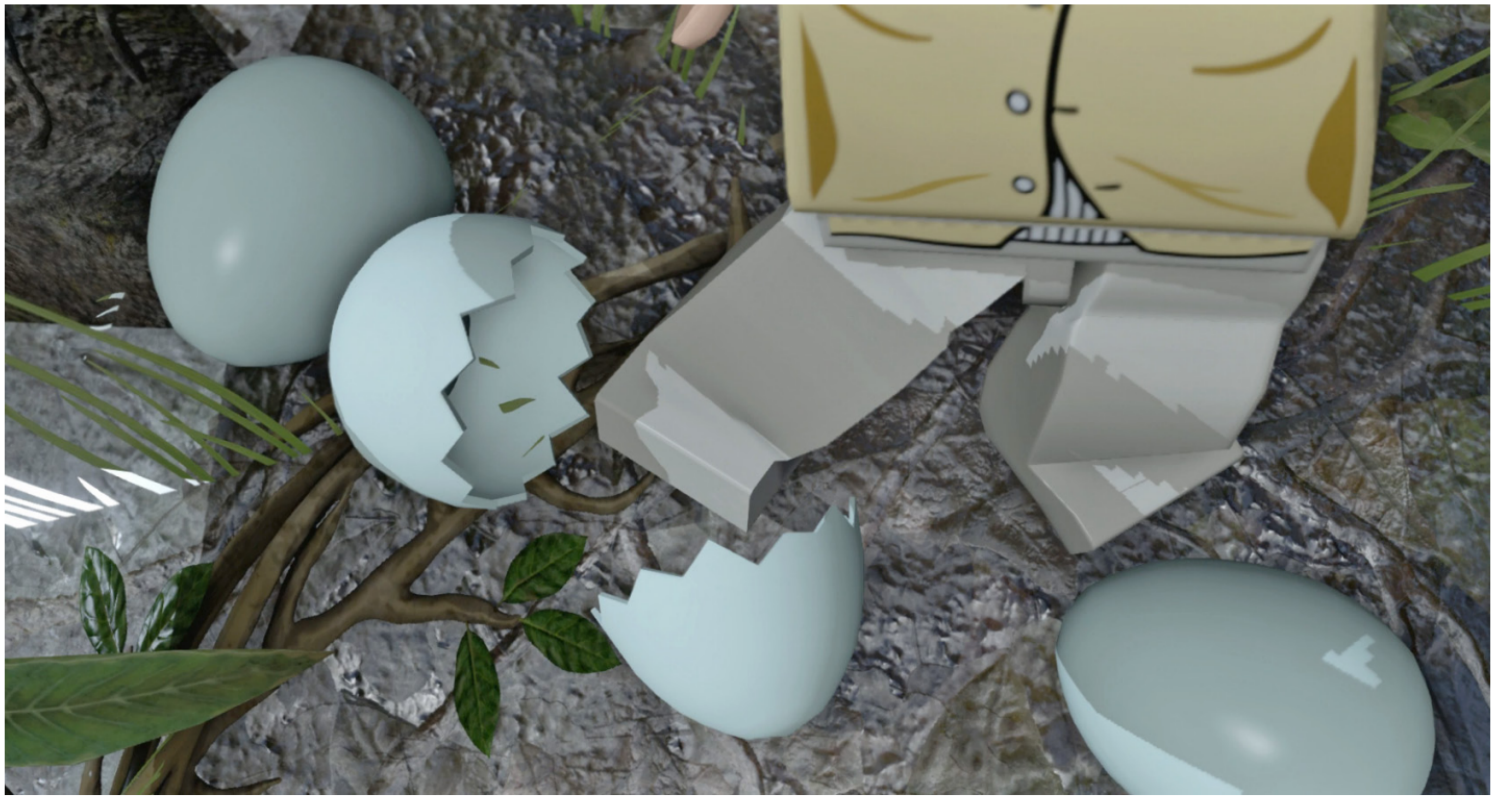
After Billy knocks down the airplane wing, turning it into a bridge over the river canyon, walk him onto the dino icon on the wing and take a photo of the Brachiosaurus just up the river. This earns a Minikit.

Find the Camera



Tag to Alan Grant, cross the wing-bridge, and slice through the wall of LEGO vines covering the opening. Proceed through the hollow log into the final clearing and fight off the Dilophosaurus trio. Tag to Paul Kirby and use his grappling hook on the orange loop to pull open the tree trunk. This reveals a tracking object: a life vest.

Tag to Udesky, pick up the vest, and follow the blue tracks until he unearths some build-it pieces. Assemble them into a video camera and watch the harrowing level-ending cinematic: The party blunders into a huge Raptor egg hatchery!



Hub Transit 12

Wow, that was a lot of eggs. Chances are good you're near the old Site B breeding facility. It must be just down the road a ways.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Billy Brennan	Climb, Photography, Glide
	Udesky	Sharpshoot (Rifle), Tracker

Get to the Breeding Facility

Tag to Alan Grant and follow the blue stud route to the gate. Use Alan's Raptor claw to slice through the vines to the gate's right, revealing the pink slide bar. Tag to Amanda Kirby and make a running slide under the bar—that is, run at the bar then hit your Jump button at the last second to slide underneath.

On the other side, approach the jeep's front bumper and grab the pulley hook; then pull it over to the gate. Go back to the jeep and activate the pulley to pull the gate open.

Tag to Billy Brennan, continue along the blue stud route to the wall, and smash the rocks blocking access. Scale the climbing wall, turn right, and smash the two blue InGen barrels into build-it pieces. Assemble them into a grapple loop. Tag down to Paul Kirby and toss his grappling hook at the loop to attach a climbing rope. Climb the rope to the top of the rock wall and hop down the other side.

Tag to Alan Grant and use his Raptor claw to cut through the vines. Tag to Paul Kirby, proceed to the gate, and use his grappling hook on the loop to pull the blue InGen box apart—a tracking item drops. Tag to Udesky, pick up the glowing component, and follow the green tracks until he digs up a key. Use the key to open the gate. Proceed through the gate to trigger the opening scene of the next level.

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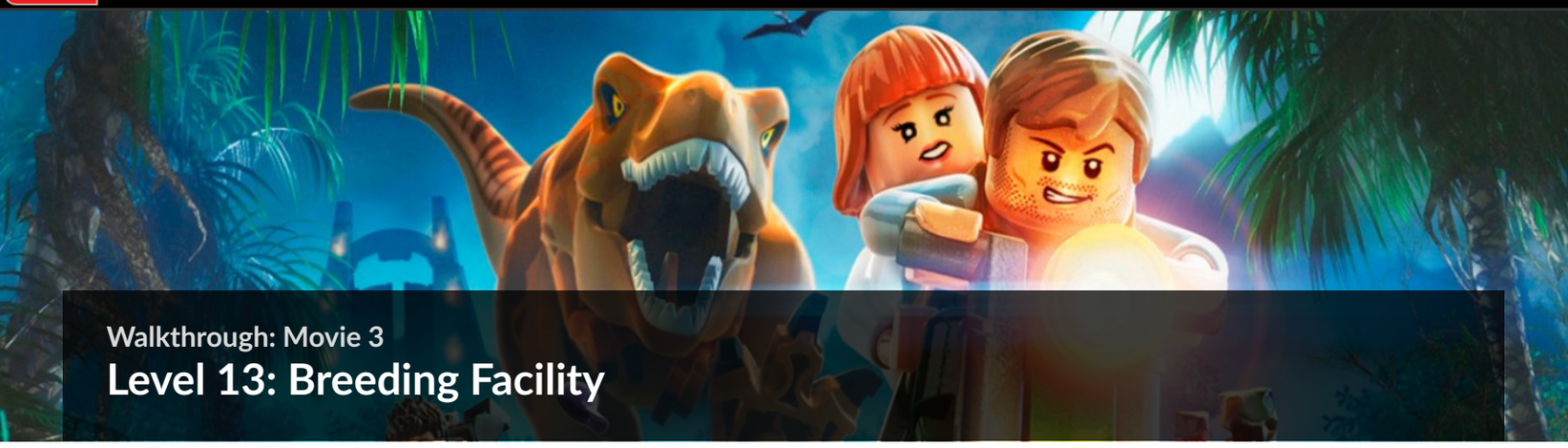


Walkthrough: Movie 3

Level 13: Breeding Facility

The abandoned InGen installation holds a number of surprises, mostly unpleasant. But don't miss the Amber Brick that Amanda Kirby can access right away from the main lobby.

True Survivor Stud Requirement
48,000 studs

Lab Interior

You start outside in the facility's courtyard. Everything is quiet. Too quiet. But surely it's safer inside than it is out here?

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Billy Brennan	Climb, Photography, Glide
	Udesky	Sharpshoot (Rifle), Tracker

Override the Security Shutter

Enter the lobby to find a security shutter blocking passage into the lab. First, tag to Amanda Kirby and refer to our Amber Brick section. Then tag to Alan Grant and slice the vines on the vending machine in the back-left corner. Tag to Amanda Kirby again and use her Scream ability to shatter the vending machine's glass. Tag to Udesky and pick up the override mechanism component that falls out of the vending machine. Follow the blue tracks until Udesky finds the build-it pieces; then assemble them into the override mechanism. Turn the crank to open the security shutter.

AMBER BRICK: Lobby Jump

Use Amanda Kirby to hop on the desk in the lobby then jump to the grab bar directly above. Walk carefully across the narrow ceiling struts to the far side. Climb the ladder and then the stairs to the Amber Brick that unlocks the Troodon!

MINIKIT: Sharpshoot the Lobby Lights

Shoot out all four bull's-eye ceiling lights in the lobby to earn a Minikit.

Repair the Robots

When you go through the doors, a Compsognathus pack attacks! Several packs of smaller dinosaurs roam the area, so be ready at all times. Fight through the Compys; then move rightward into the central lab. Tag to Paul Kirby, send him tumbling down the stairs, and then repair the blue robot arm by the back windows with Paul's wrench. The repaired arm lifts up a fallen section of walkway.

Send Billy back upstairs and use his parachute to glide across the gap and land on the newly lifted section. Go push the equipment crate to the end of the red/black slide track. The crate gets stuck at the track's end, so tag to Paul Kirby and use his grapple hook to pull it down.

Add the build-it pieces that burst out of the crate to another robot arm directly above. The repaired arm in turn fixes one of the egg incubators. The incubator top makes a very nice bounce pad as well! Tag to Alan Grant and bounce from the incubator to the raised walkway to the right.

Build a Makeshift Ladder

Hop through the hole in the fencing to the floor below. You need to reach the walkway at upper right, but the lower half of the ladder is missing. To fix the ladder using bones, first send Dr. Grant to slice through the vines wrapped around the broken blue steam pipes. Then tag to Paul Kirby and repair the pipes with his wrench. The steam pressure blows a red wheel valve off the nearby pressure tank.

Pick up the red wheel valve, cross the room, and put it on the leftmost specimen tank. Turn it to drain fluid into the center tank with the bones. Then turn the valve on the rightmost specimen tank. This increases the pressure in the center tank and it bursts. Tag to Alan Grant and bone-build the pieces into a ladder. Tag to Billy Brennan and climb the ladder.

Photograph the Specimens

Here you can complete the mission by heading downstairs past all the tanks to the photo spot with the raptor's head apparently inside the tank near the exit door, and then snap a photo there. This triggers the mission-ending cinematic and you jump into a wild chase sequence. However, if you want to pick up a Minikit first, check out the following section.

MINIKIT: Take Four Extra Tank Photos

Get four shots of the lab's specimen tanks before you take the mission-ending photo of the Raptor near the exit door. Just step into each dino icon and press Use to take the photo.

The first photo spot (shown in our screenshots) is hidden under a canister at the bottom of the stairs and just a step to your right; smash the canister and step into the icon to take the photo. The next two spots are nearby and clearly visible.

But skip past the fourth spot, the one at the tank with the Raptor's head visible. Instead, use the spot by the last specimen tank, the one with a teddy bear floating in it! This earns you the Minikit. (If you take the Raptor's photo first, you trigger the cutscene and can't take the teddy bear photo.)

Corridor Chase

Raptors rule the facility. They burst from windows and vents as you flee. Good luck.

Icon	Story Characters	Abilities
	Amanda Kirby	N/A
	Billy Brennan	N/A

Run!

As in all prior chases, your characters run automatically. Your job is to simply steer the character from side to side or jump. After you pass through the first doorway, Alan Grant, Paul Kirby, and Udesky all peel off and head to the right. You can tag back and forth between Billy Brennan and Amanda Kirby as you run, but neither one is faster or jumps higher in this chase. Two Minikits are available en route.

MINIKIT: After Second Doorway

From the start, run through the first doorway then veer slightly to the right and get ready! A Minikit is to the right side, just after the second doorway.

MINIKIT: Hidden in the Lab

The second Minikit is actually less tricky to collect even though it's harder to see. When the characters reach the end of the first corridor, they slide under a fallen tree, turn to your right, and then sprint into a big open laboratory filled with abandoned equipment. The camera now gives you a side view of the chase.

You run right through a green crate, a tall blue/white microscope station, and a low brown pallet all lined up against the railing. The Minikit is ahead on the middle of the track.

Watch the scene as everyone reunites. It looks like a Raptor trap for a moment, but cagy human ingenuity prevails.

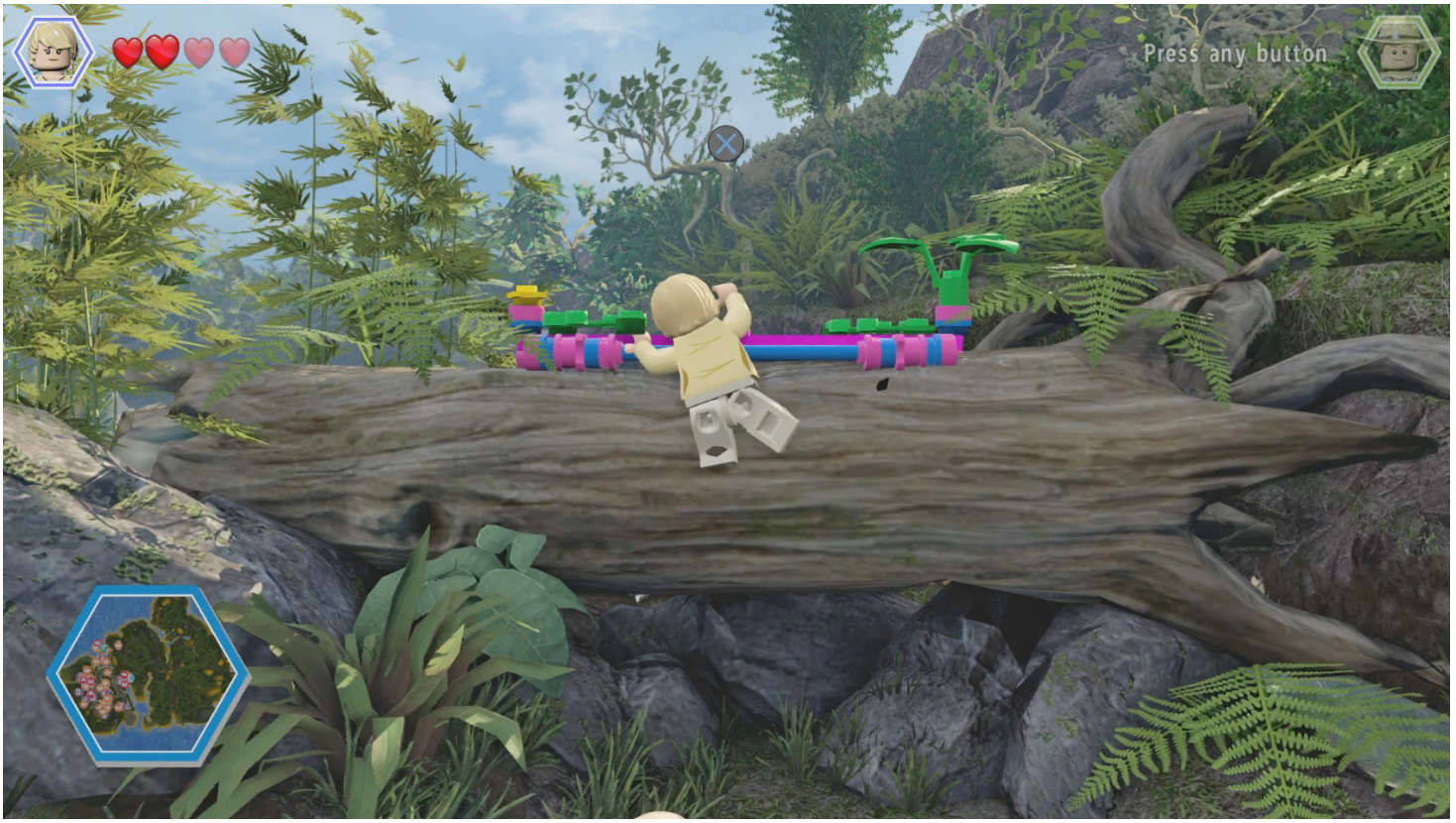
Hub Transit 13

Escaping the dino-infested breeding facility puts you on the right track. Unfortunately, it's a track blocked by a fallen tree atop a crushed car.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Billy Brennan	Climb, Photography, Glide
	Udesky	Sharpshoot (Rifle), Tracker

Lift the Bone Obstruction

When you reach a big skeleton blocking the path, tag to Alan Grant and dig up the loose dirt spot to uncover a build-it pile. Assemble the pink/blue swing bar atop the log to the right and tag to Amanda Kirby. Use her Agile ability to jump to the bar and swing over the log.



A Compsognathus family starts pouring out of its den to attack Amanda. Smash the gray LEGO rock with green foliage on top and use the build-it pieces to seal off the Compy cave. Then smash the two brown/black crates and use the build-it pieces to assemble a big industrial jack. Turn its red crank switch to jack up the skeleton and let the others through.

Now tag to Alan Grant and use his Raptor claw to cut through the vine wall and proceed down the trail. This triggers the opening cutscene of the next level.

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Walkthrough: Movie 3

Level 14: Eric Kirby

Another Raptor attack sends the party running yet again; this time split up in multiple directions. Udesky ends up caught in a cunning Raptor trap. Alan Grant gets separated from the others too.

True Survivor Stud Requirement
84,000 studs

Eric's Hideout

Dr. Grant gets cornered and nearly becomes food, but a small masked fellow saves him. Who could it be?

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Eric Kirby (Disguise)	Camouflage, Droppings Rummage, Small Access

Sneak Past the Raptors

Tag to Eric and head right until you spot the Raptor. Hold down the Use button until the meter fills to activate Eric's Camouflage ability. Walk down the path past the Raptor until you reach the overgrown truck. Tap the Use button to deactivate Eric's camouflage. Then smash the two crates by the truck and assemble the pieces into a hot dog car that lures away the Raptor!

Tag to Alan Grant and slice away the vines on the truck. Then grab the pulley hook and attach it to the latch on the nearby tree. Activate the pulley to reveal a small-access opening in the trunk. Tag to Eric and use his Small Access ability to enter the opening.

Eric ends up on a high branch of the tree. Smash the nearby pile of stuff into build-it pieces and assemble a ladder for Dr. Grant. Tag to Grant, climb up, and slash through the foliage to create a hanging vine. Tag back to Eric and use the vine to swing across the gulley. Proceed to the right.

When you reach the compound, activate Eric's Camouflage ability again and sneak to the power generator switch to the right. Deactivate camouflage and pump up the generator to zap the Raptor and chase him away. Go to the end of the lane and crawl into the small-access vent to reach the compound yard. Eric finds a sick Ankylosaurus…and a very large pile of droppings.

Heal the Ankylosaurus

Before you diagnose the dino's illness, turn the red crank switch on the nearby control mechanism to open the gate and let Dr. Grant into the yard. Then use Eric's Droppings Rummage ability to dive into the stinky pile and reveal the three healing ingredients you need. (They appear circling over the dinosaur.) One of them emerged from the droppings. Pick up the banana and give it to the Ankylosaurus. One down, two to go!

Tag to Alan Grant, head towards the camera, and dig up the loose dirt to find a carrot. Feed it to the sick dinosaur. Then find the vending machine in the shelter at the far end of the enclosure. Cut through the vines and use the machine to produce a candy bar. Pick up the candy and go feed it to the Ankylosaurus. The beast recovers and becomes a playable character. And just in time!

Fight Off the Raptor Pack

Tag to the Ankylosaurus. Suddenly, a pack of Velociraptors descends on the compound yard. The odds seem stacked against your guy, but he has an immensely powerful tail-bash attack that can KO a Raptor with just two or three hits. Move around in circles and keep his tail swinging to clear out the yard.

MINIKIT: Tail-Bash the Corner Block

A big concrete block with a crack sits in the back-left corner of the compound yard. Hit the crack with one solid Ankylosaurus tail-bash to smash it open. Inside, you find a Minikit.

The pack attacks in two waves of three Raptors apiece. Once you knock out these six attackers, the Raptor leader (the scary green guy with red eyes) jumps into the fray. Watch the short scene as your heavily armored buddy whacks the leader right through the wall, opening an exit passage! Exit via the new opening and hop across the posts to reach the island.

MINIKIT: Eric Decoys

Dig up the loose dirt patch on the island to unearth some build-it pieces; then assemble them into an Eric decoy dummy. The camera shows you a new loose dirt patch. Go there to unearth and assemble a second decoy. Then repeat a third time. When all three Eric decoys are built, a Minikit appears on the big tree stump.

Head up the path and smash the two crates into build-it pieces; then assemble them into a footbridge. (You need pieces from both crates.) Tag to Alan Grant and cross the bridge to find a wrecked truck wrapped in vines. Cut through the vines to trigger the mission-ending scene: The truck is Eric's hideout. Eric shows Alan his secret weapon against dinosaur pests: jars of T. rex scent!

The Coast

Time to get moving. Eric explains how the T. rex scent scares away Compsognathus packs. Across the water you can see a cluster of the little beasts swarming over an interesting bone pile.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Eric Kirby	T-Rex Scent, Camouflage, Droppings Rummage, Small Access

Climb the Terraces

Tag to Eric Kirby and hop across the water using the two lily pads. Hold down the Aim button and move the aiming reticle to the spot in the middle of the compsognathus pack to chase them away from the bone pile. Tag to Alan Grant and assemble the bone build-it pieces into a bounce pad. Before you move on, look for the power unit up high to the left and check out the next

Minikit section! Then use the bounce pad to hop up to the next terrace.

MINIKIT: Short Out the Power Unit

At the start of the level, just after jumping across the first lily pads, find a power unit with a Sharpshoot target on your left. Use a character with a projectile to hit the target to earn the Minikit.

Use Alan's Raptor claw to cut through the rope on the tree trunk to the left. This slams a big log into the opposite tree, creating a shower of build-it pieces. (It also uncovers a climbing wall, but you don't have a climber with you yet.) Assemble the pieces into a footbridge and walk across to the next terrace. Use Grant's Raptor claw to cut through the vines blocking the passage and proceed through it.

Another Compy pack swarms over a loose dirt pile. Tag to Eric and toss another bottle of T. rex scent into their midst to chase them away. Tag to Dr. Grant and dig up the loose dirt to unearth some parts. Build them into a ladder and climb to the next terrace.

More Compys swarm around a blue/white “buddy boost” pad. Tag to Eric, move up the steps to the left of the Compys, and then toss a T. rex bottle at them. Tag to Alan Grant and use the boost pad to get in boosting position. Then tag to Eric and jump on the pad to get boosted to the next terrace.

MINIKIT: Sneak Past the Raptor

When you reach the terrace where the blue/white “buddy boost” pad is located, send Eric down to the small-access tunnel at lower right. He emerges across the canyon on another terrace where a Raptor hangs out. Activate Eric’s Camouflage ability and tiptoe past the deadly dinosaur to find a Minikit at the far right.

Work over to the big droppings pile and use Eric’s ability to dive in and rummage for build-it pieces. Assemble them into a ladder for Alan to climb. Walk up the dirt ramp and toss another bottle of T. rex scent to scatter the Compsognathus pack on the loose dirt. Tag to Alan and dig up the build-it pieces. Assemble them into a binoculars stand and use it to trigger the level-ending cinematics: Hey, there’s a boat out on the water, and then there’s a happy family reunion. But the coast is not yet clear.

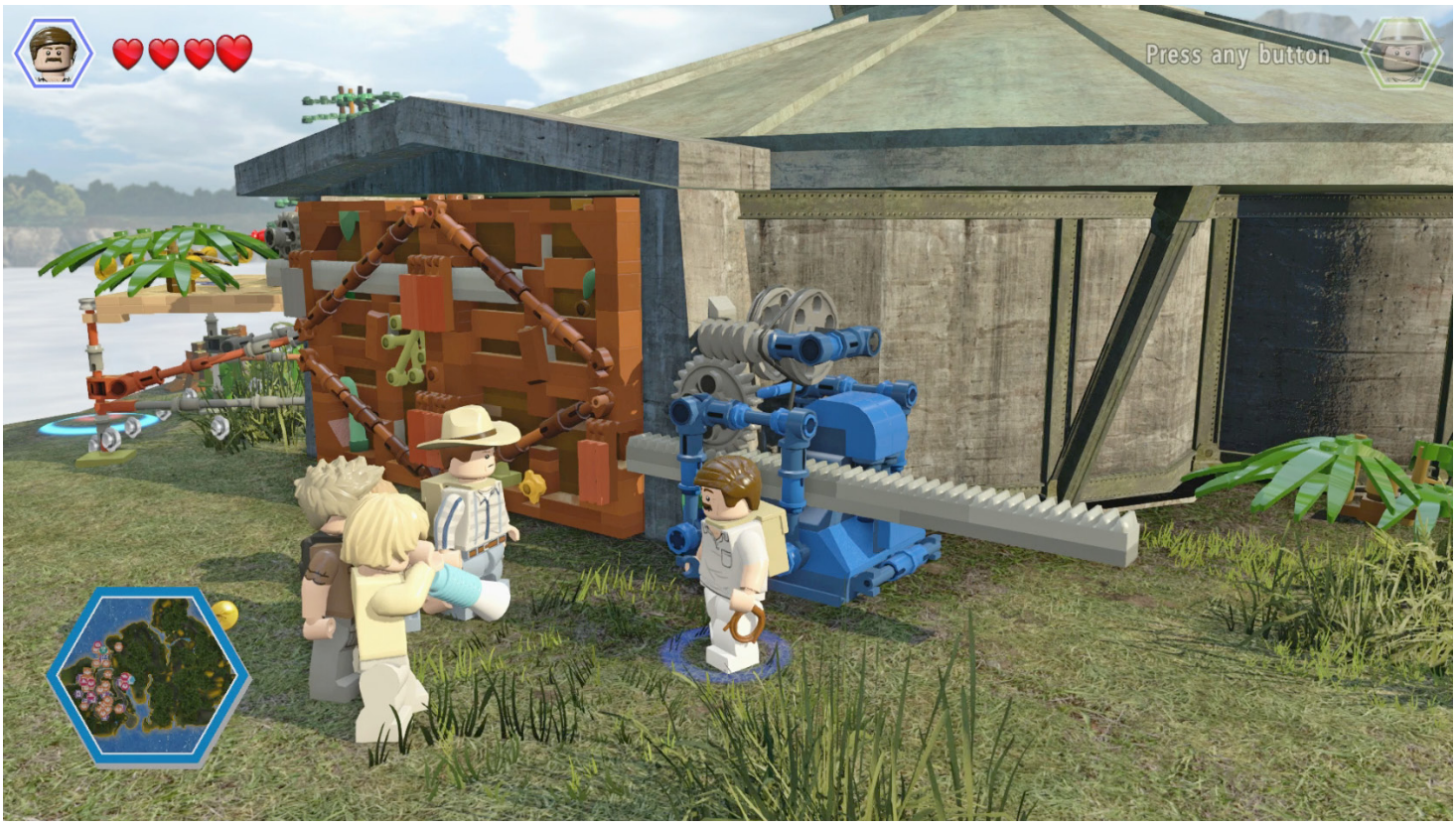
Hub Transit 14

The sight of a sleeping Spinosaurus is not comforting, so the newly reconfigured party moves up the coast hoping to make contact with the ship they spotted. A building on a cliff looks to offer a way down to the shoreline.

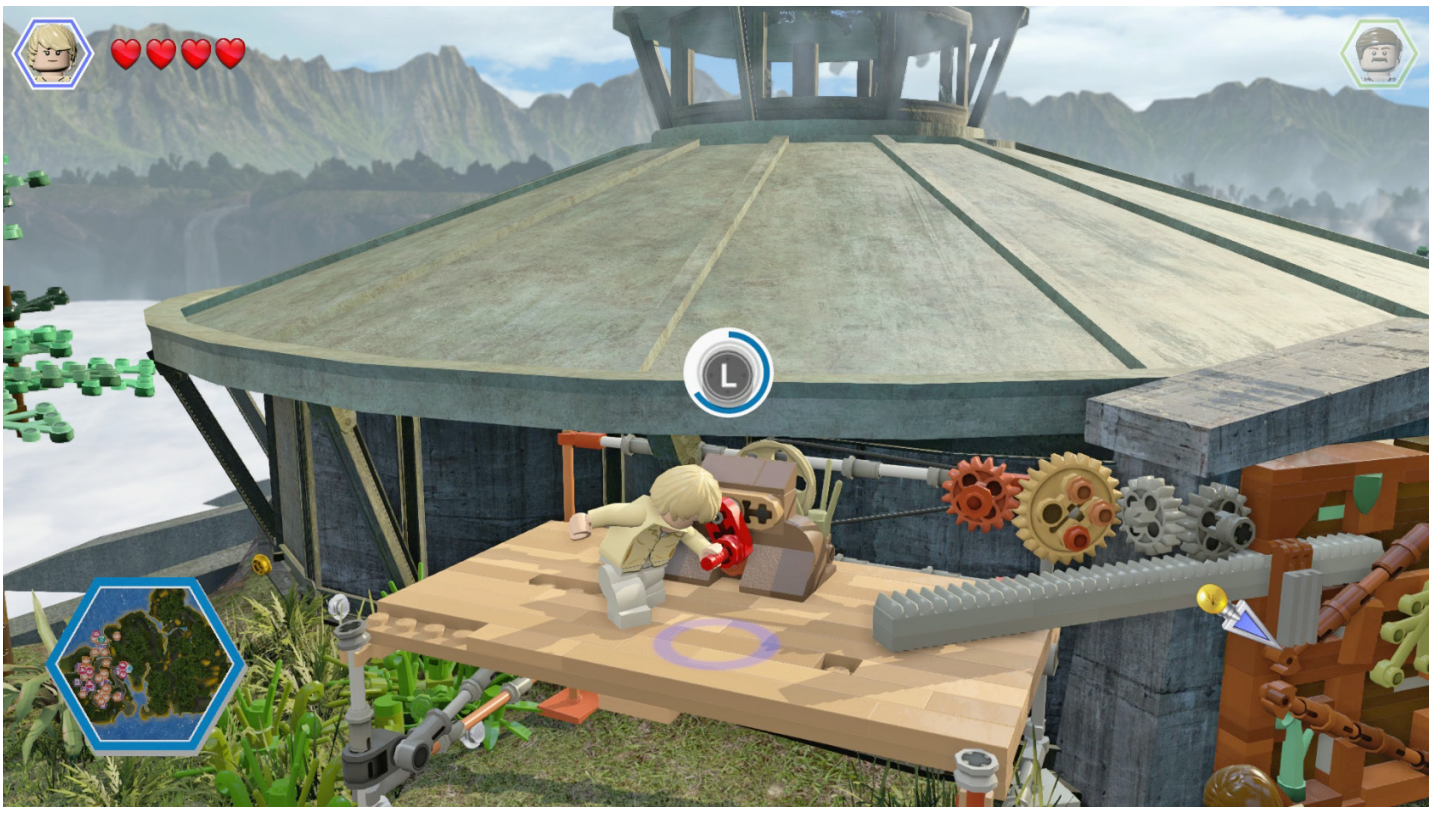
Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Eric Kirby	T-Rex Scent, Camouflage, Droppings Rummage, Small Access
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Billy Brennan	Climb, Photography, Glide

Get Inside

Cross the clearing to the building overlooking the ocean. Tag to Alan Grant and cut the vines on the broken blue mechanism to the right of the door. Tag to Paul Kirby and repair the device. One of the door's lock-bars is retracted.



Tag to Amanda Kirby and use the glowing jump circle to hop atop the scaffold to the door's left. Turn the red crank switch to retract the other lock-bar and open the door. Enter the structure to trigger the next level's opening cutscene.



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Walkthrough: Movie 3

Level 15: The Bird Cage

Somebody hungry followed your crew, but the guys manage to nail the doors shut before the Spinosaurus can crash the house party. In the commotion, Alan discovers Billy's little secret: the raptor eggs he poached from the nests earlier.

True Survivor Stud Requirement

84,000 studs

Pteranodon Nests

You start at the top of the structure, which turns out to be quite large. It quickly becomes clear that this is an aviary—or, as Alan Grant calls it, a “bird cage.” As Eric Kirby soon finds out, the “birds” living here are very, very big.

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Billy Brennan	Climb, Photography, Glide

Get Across the First Gap

Tag to Alan Grant and cut through the vines at the end of the walkway. (Note the Amber Brick floating directly above. We'll snag it shortly.) Explore the dead-end to the left to find a pair of blue studs; then head rightward until you reach the gap in the walkway. Tag to Billy Brennan and make a jumping deployment of your parachute to glide across the gap.

Smash the crates and objects on the far side and assemble the build-it pieces. Walk across this new bridge.

Get Across the Second Gap

Tag to Amanda Kirby and use the glowing jump circle to hop to the twirl pole. Flip from pole to pole until you reach the far side of the big gap. Smash up the "no gears" sign on the back wall and reassemble it into a push switch. Push the green side of the switch until the mechanism pulls down the wall frame, dropping it over the gap.

Get Across the Third Gap

Continue to the right and start smashing everything along the walkway. This triggers a quick cutscene: Your noise irritates a Pteranodon on its nest, and it drops down to complain, blocking the path ahead. Tag to Alan Grant and keep smashing stuff until you reveal the rope winch. Step into the dino icon and slice the rope to drop the crate on the Pteranodon; it flies away.

Tag to Paul Kirby and use his grappling hook to pull down the Pteranodon's nest, spilling bone pieces on the walkway. Tag back to Alan Grant to assemble the pieces into a bone bridge over the next gap.

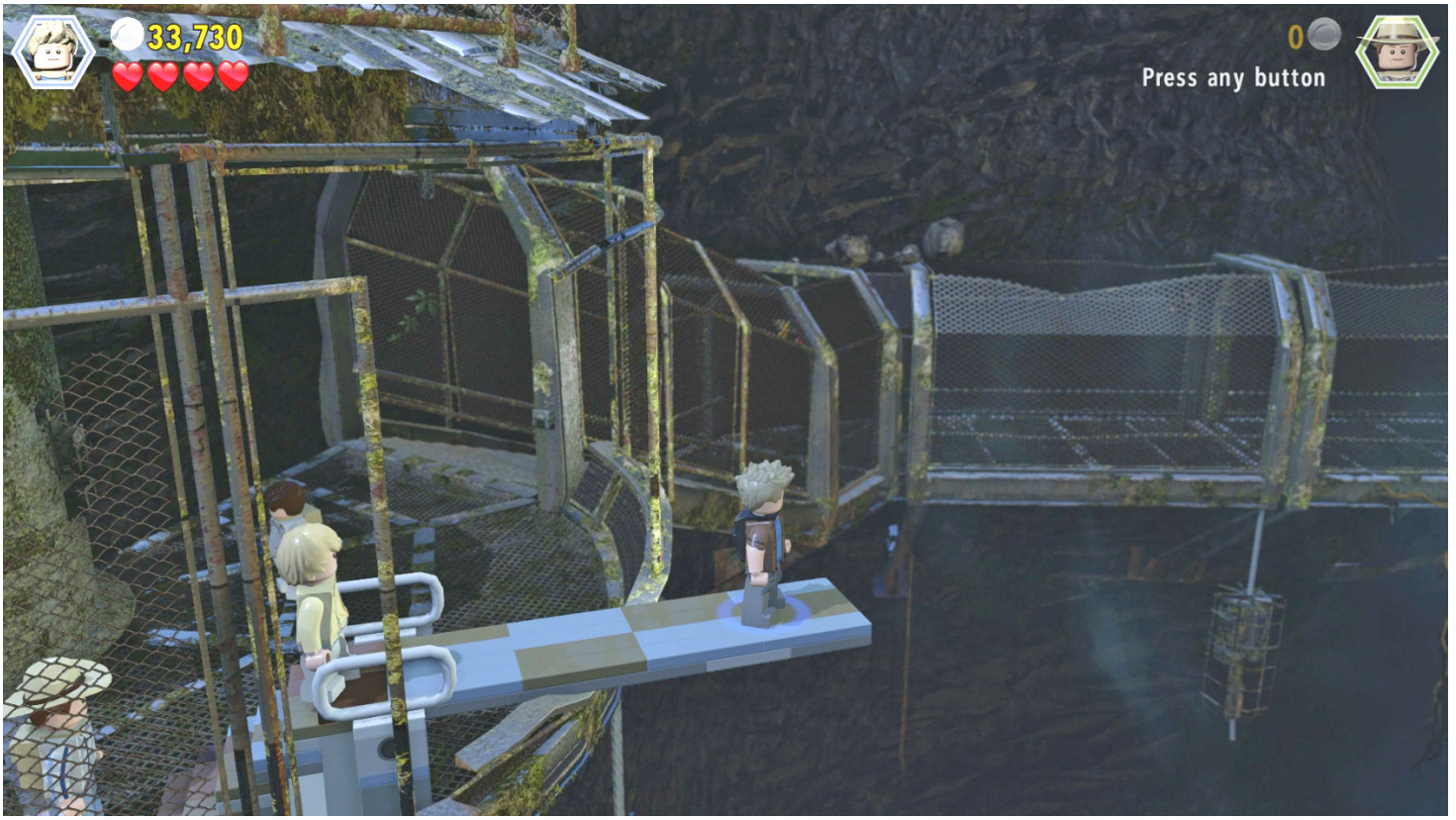
Get to the Upper Level Walkway

While proceeding down the walkway, you see a climbing wall for Billy. But another Pteranodon lands on the walkway and blocks the way up. Smash all the red/white InGen equipment and assemble the build-it pieces into a rocket and a bounce pad. Jump on the pad three times to launch the rocket and drive off the pesky Pteranodon.

Now tag to Billy Brennan and scale the climbing wall to the walkway roof. Use his parachute to glide to the right across the gap to the checkerboard slide track on the upper walkway. Push the box of equipment off the track so it shatters on the ground. Assemble the pieces into a bounce pad, tag to Alan Grant, and bounce onto the upper walkway.

AMBER BRICK: Glide/Climb Back to the Start

Once you get Billy on the walkway roof, run him back toward the start. Glide over the first big gap (a tricky maneuver); then use the climbing wall to reach the roof section with the Amber Block.



Use Dr. Grant's Raptor claw to cut through the vines blocking the passage and continue along the walkway. When you reach the next curved platform, smash everything and assemble the pieces into a springboard.

MINIKIT: Smash Up the Dead End

Before Billy uses the springboard, continue down the walkway to the right, smashing everything in your way. Keep up the destruction all the way to the Pteranodon blocking the way. The second to last item before you reach the flying dino—a stack of brown pallets with white eggs (circled in our shot)—holds a Minikit.

Tag to Billy Brennan, step into the dino icon at the springboard, and press Use to trigger a quick scene: Billy takes the plunge! Use the left stick to steer Billy along the flight path marked by circles of studs.

MINIKIT: Flight Path

As Billy glides through the circles of studs during the flight sequence, he runs right through a Minikit in the middle of the seventh circle on the glide path.

Gliding through the ninth circle brings you to the Pteranodon nest where Eric is trapped. Steer straight at the nest to trigger the mission-ending cutscene: The entire crew except Billy ends up in the water, not far from the boat. Meanwhile, Billy leads the birds on a wild goose chase.

Spinosaurus Showdown

The Kirby family and Alan Grant are finally aboard the boat as a storm moves in. Something else moves in too. An old friend is angry that they didn't say goodbye. Guess who?

Icon	Story Characters	Abilities
	Alan Grant (Isla Sorna)	Dig, Rope/Vine Cutter, Bone-Build
	Paul Kirby	Repair, Grapple
	Amanda Kirby	Scream, Agile
	Eric Kirby	T-Rex Scent, Camouflage, Droppings Rummage, Small Access

Stun the Spinosaurus

Alan, Amanda, and Eric make it back to shore, but Paul Kirby is caught out in the water. He manages to crawl aboard some floating debris. Note the floating barrels near the Spinosaurus. Those are explosive canisters. Also note the three hearts at the top of the screen, indicating the big dinosaur's health level.

Turn left and smash the equipment near the water. Assemble the resulting build-it pieces into a pair of flare launchers. Tag to Eric Kirby and toss a jar of T. rex scent at the Compsognathus pack nearby. Tag to Alan Grant and dig up the loose sand where the Compys were lurking to unearth boxes of flares. Assemble the pieces onto the flare launcher. Now you have ammo!

MINIKIT: Shoot the Buoys

Hop in a flare launcher and shoot the four yellow-lit buoys (circled in our shot) floating in the water.

Hop into the launcher's seat and target the oil barrels floating in the water. (Each barrel has a small red light glowing on it.) The gun's aiming reticle auto-locks when it finds a target. Blowing up the barrels stuns the monster and it loses one heart from its health. The creature also moves to the right, closer to the pier.

Release More Oil Barrels

Now tag to Paul Kirby on his platform. Jump across the platforms to the right until Paul reaches the pier. Climb the ladder to the upper platform and use Paul's grappling hook to release the rack of oil barrels there. They roll into the water right next to the Spinosaurus!

Tag back to any of your other characters and man the flare launcher again. Target and shoot the barrels just released, floating near the Spinosaurus. The detonation knocks another heart off of its health. Tag to Paul Kirby again.

MINIKIT: Build an Ammonite

When you tag back to Paul Kirby after shooting the second set of explosive barrels, and then bouncing him up to the crane platform, use the crates in the near corner to jump up another level to the roof. Assemble the build-it pieces into a huge ammonite. The creature rolls into the water and a Minikit splashes back

Use the build-it pieces near him on the pier to assemble a bounce pad and bounce to the crane on the next level. Get in the crane operator's seat and use the left stick to move the crane to the right over the shed. It automatically picks up the rack of three oil barrels. Move the crane back left until it stops swinging sideways and extends the barrel rack over the Spinosaurus.

Shoot Again

Tag to any other character and hop in the flare launcher again. Shoot the barrel rack hanging from the crane. This triggers the movie-ending cinematic. Enjoy!

Hub Transit 15

Simply hop into the nearby helicopter.

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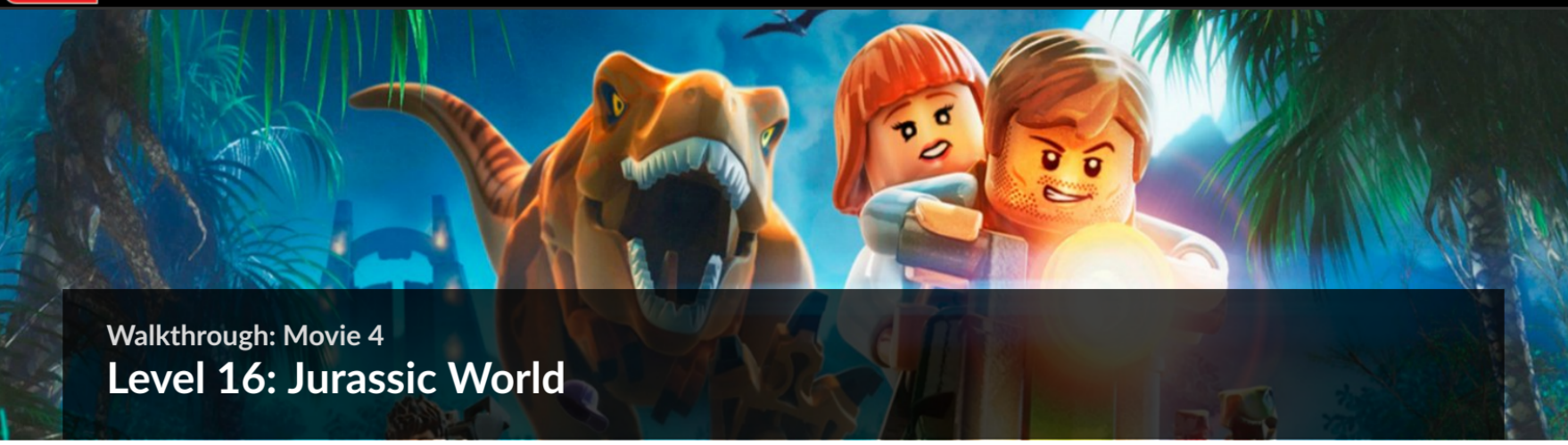


Walkthrough: Movie 4

Level 16: Jurassic World

Welcome to Jurassic World! Twenty-two years after the events of Movie 1, John Hammond's vision of a fully functioning dinosaur theme park has finally become a reality on Isla Nublar, thanks to the Masrani Global Corporation. As the game's final movie begins, we see a pair of brothers, Zach and Gray Mitchell, arriving at the island for a visit. Their aunt, Claire Dearing, is the park's operations manager.

You learn that Masrani Global has created a new hybrid dinosaur, the Indominus Rex, a creature 50 feet long when fully grown. The company has hired an exotic animal specialist named Owen Grady to explore safety and training issues with the park's security team. Simon Masrani himself wants Owen to inspect the Indominus paddock.

True Survivor Stud Requirement
70,000 studs

Raptor Research Arena

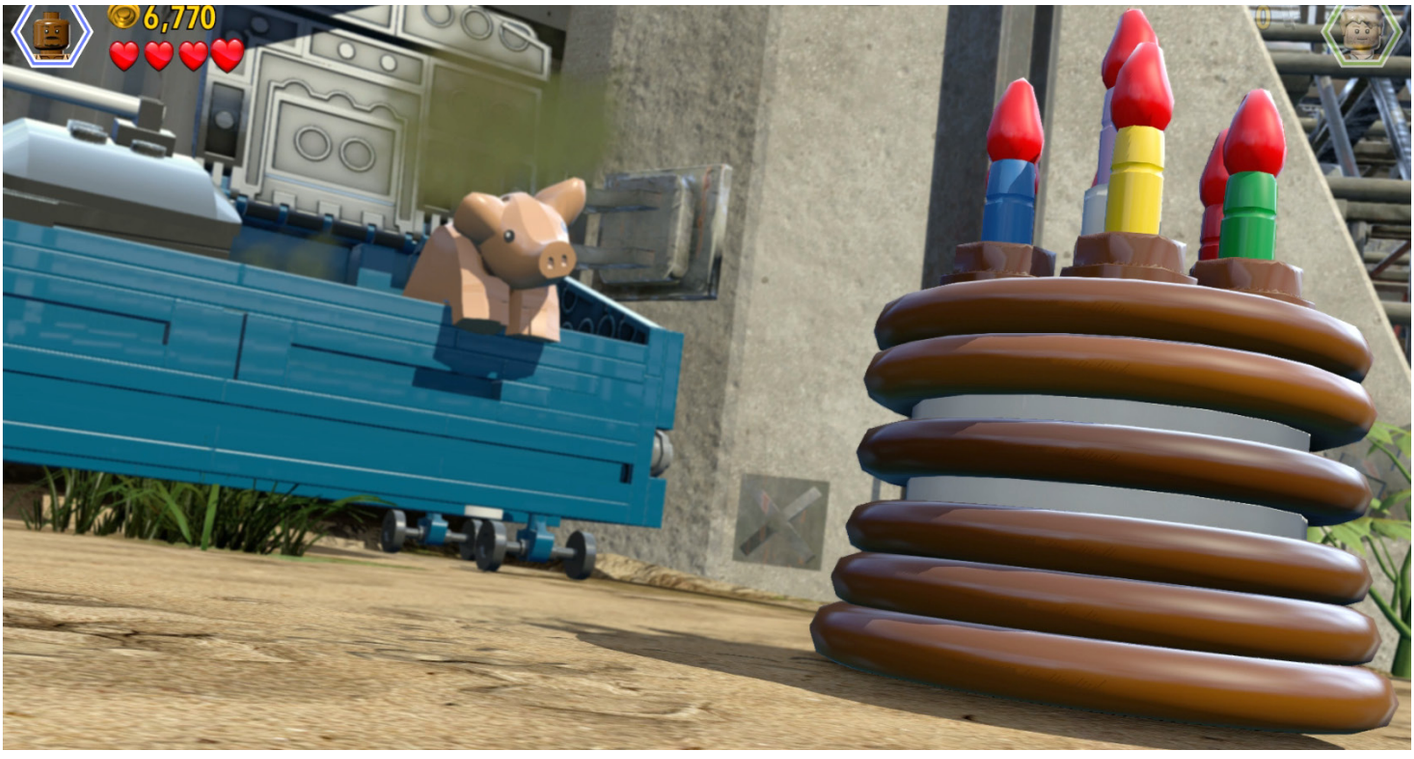
Meet Owen Grady, the ex-Navy guy who happens to be really good with dangerous monsters. He's particularly fond of working with Velociraptors. As the mission begins, Owen is trying to get "fresh bacon" delivered for training purposes.

Icon	Story Characters	Abilities
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Barry	Electric Rifle, Tracker, Grapple

Fire the Pig Cannon!

Tag to Owen Grady and smash the nearby crate filled with small green build-it pieces. Use them to assemble the rest of the LEGO climbing wall. Climb to the ledge and use Owen's knife to slice through the vines snagging the pig crate. Watch as the crate swings free...and the crane slams it into the pickup truck below! The pig escapes across the yard.

Use the build-it pieces of the shattered truck and crate to assemble a cannon—a porcine cannon, no less. Tag to Barry and pick up the tracking item, a birthday candle. Follow the blue tracks until Barry unearths build-it pieces. Assemble them into a cake with candles. The pig emerges from hiding to chow down on cake.



Purple Stud

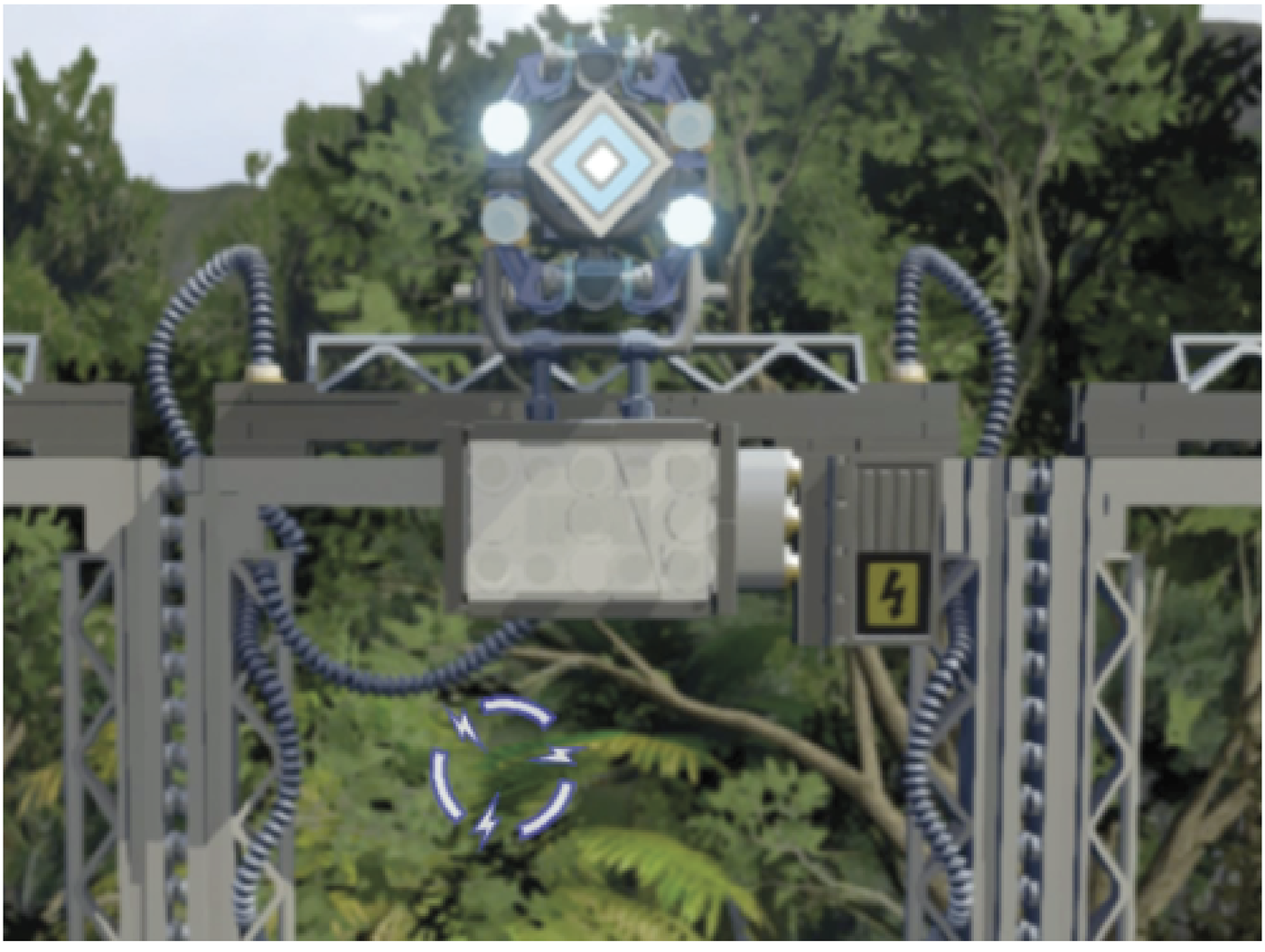
Don't miss the purple stud hidden inside the dumpster where the pig was hiding!

Approach the pig and press the Ride button to mount it. Ride the pig onto the blue platform in front of the cannon to load the animal. Tag to Barry and use his grappling hook on the orange grapple point to pull back the cannon then fire it. The pig flies over the wall into the raptor arena.

MINIKIT: Veggie Kit

Before climbing the ladder and stairs to access the raptor arena, head to the right and smash the crate full of green LEGO pieces to the big tent's left. Assemble the build-it pieces into a Minikit!

Release the Velociraptors!



Tag to Owen and climb the newly lowered ladder, and then the stairs to the metal walkway. Proceed to the open platform on the right. Use Owen's knife to slice the ropes on both winch handles, dropping LEGO pieces. Tag to Barry and use his grappling hook on the orange loop up high in the middle to pull down more pieces. Now you can assemble the hopping build-it pieces into a new kind of ranged target.

This diamond-shaped blue/white bull's-eye is an electric target. Only electric rifles (such as the one conveniently equipped by Barry) can activate electric targets. As with any ranged attack, hold down the Aim button and move your aiming reticle over the bull's-eye. Then release the Aim button to fire. This sends juice down to the raptor cages, releasing the creatures into their "play" area.

Tag to one of the raptors and move across the yard to one of the two “dino switches.” Approach the device and press the Use button. The raptor locks his jaws on the switch and pulls it out until the green activation light comes on. This raises a new electric target behind Owen and Barry. Repeat this at the other dino switch to raise a second electric target.

Tag to Barry and use his electric rifle to shoot both of the electric targets. This charges the exit gate and releases the four Velociraptors into their paddock. Watch as the creatures display high intelligence and the ability to communicate with sounds and gestures. Looks like that poor pig’s bacon is cooked, doesn’t it?

Raptor Tracking

Now you get to direct a quick demonstration of the raptors' ability to work together and solve problems. Note how well the pack responds to Owen Grady's prompting as they face each new challenge in tracking down the pig.

Icon	Story Characters	Abilities
	Raptor 1	Pounce, Dino Switches, Scent Tracking
	Raptor 2	Pounce, Dino Switches, Scent Tracking

Climb Via Raptor Rails

Head rightward to the fenced enclosure to spot the pig, who scoots through a small-access hatch. Smash the tires and the blue crate to get a pile of hopping LEGO pieces. Guess what? Raptors are so smart they can build too! Assemble the pieces into a bounce pad. Before you use the pad, see the next Minikit section. Then bound from the pad to the raised walkway.

MINIKIT: Kit in the Cage

Before you use the bounce pad, go inside the cage and smash through the LEGO plants to reach a Minikit at the end of the passage.

Follow the walkway and hop down into the next yard to spot the pig again. Smash the blue crate by the sign and assemble the build-it pieces into a “raptor rail” at the top of the next wall. Raptors can use their Pounce ability to leap to these rails. Hold down your Special Ability button, use the left stick to move the targeting reticule over the rail, and then release the button to pounce to the rail and swing to the upper level.

Follow the trail and hop over the stream to spot the pig again. Smash the crates against the rock wall and use the pieces to assemble another raptor rail. Jump on the rail to pull it down and overload the nearby mechanism, raising the shutter to reveal another raptor rail. Use it to swing up another level.

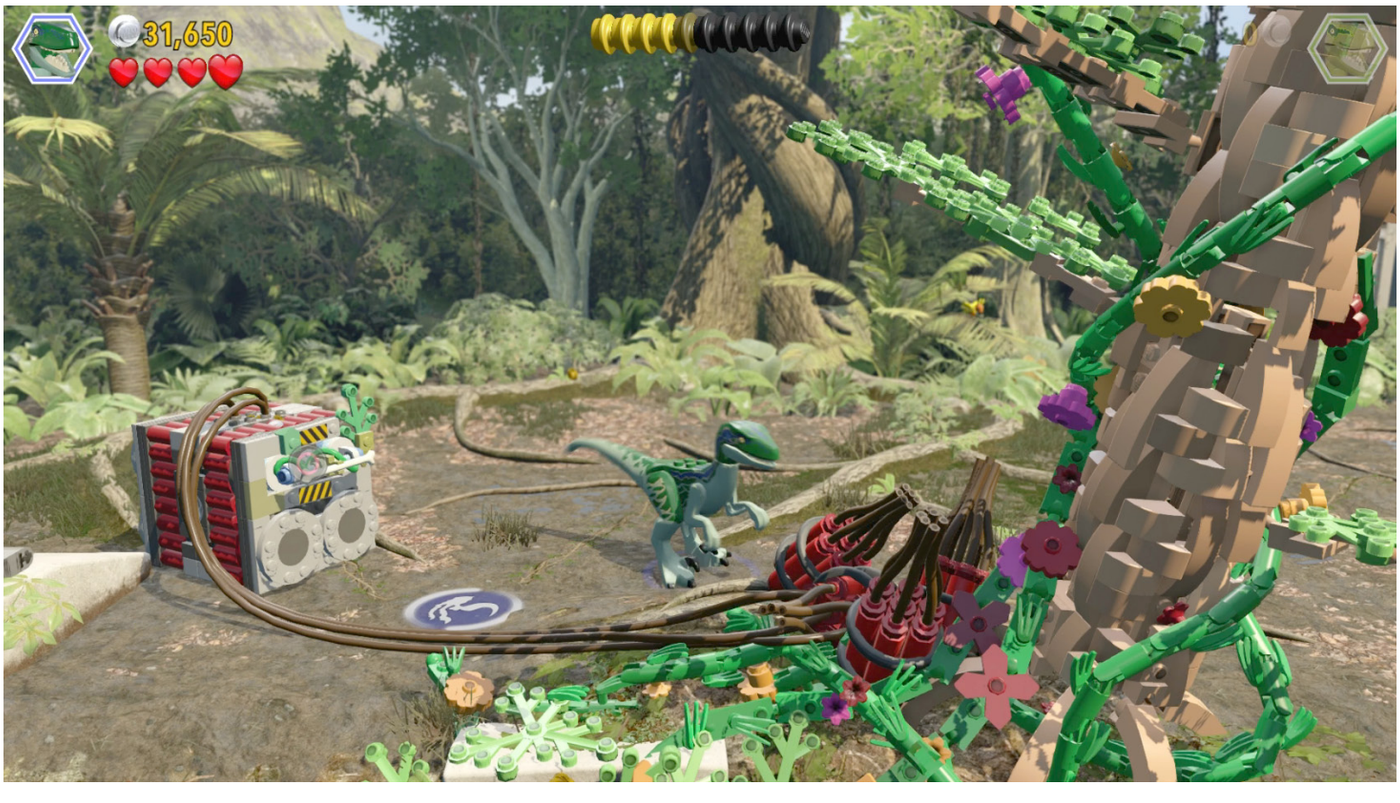
Solve the Cage Puzzle

Approach the cages and smash the equipment outside. Reassemble the pieces into a dino switch and pull it to open the interior cage door. While still pulling the switch, tag to the other raptor and send him through the interior door to the next dino switch. Pull that switch to open another entry door, tag back to the first raptor, and bring him through the newly opened door. Finally, walk each raptor onto one of the two red floor switches to open the exit gate on the right. Exit the cages.

Track the Pig to the Pen

Move directly over the nearby piece of cake on the ground. The yellowish mist around it is the beginning of a “scent trail.” Press Use/Activate to start following the trail. Follow the yellow scent markers from spot to spot until you flush the pig again. It smashes pieces as it escapes through an access hatch.

Assemble the pieces to repair the dino switch, but don’t pull it yet. First, walk one raptor on the lift platform to the right. Then use the other raptor to pull the switch, which raises the platform to the next level. Now smash some LEGO vines to reveal a raptor rail and pounce on it.



Tag down to the raptor still on the lower level and use the raptor rail at the top of the wall-climbing vines to swing to the upper level. Head to the right and smash the blue dumpster bins blocking access to the dino switch. Assemble the build-it pieces to fix the switch then pull that switch. Tag to the other raptor and pull the switch on the left side. This opens the access gate into the raptor yard. Back home! Release the both switches and run both raptors into the yard.

MINIKIT: Explosive Build-It

Before you track the pig scent, use a raptor to smash the stacks of red tubes in the enclosure and assemble the pieces. Pull the dino switch and then release it to detonate the explosives. This reveals a Minikit.

Approach the cake slice to the right and press Use to lock into the scent trail. Follow the puffs of yellow mist around the yard until you flush the pig one last time. The porker had nowhere to go, so it's time for Owen and Barry to step in.

Save the Pig

Have Owen rummage in the droppings pile on the left to dig out a pile of build-it pieces. Assemble them into an elaborate carousel of distraction items. Tag to Barry and shoot the electric target to fire up the device. Pick up the red crank switch that falls at Barry's feet.

Use the red switch on the crank and turn it to open the exit gate and escape. This triggers a cutscene: First, a fellow named Hoskins wants Owen to “field test” his control over his four raptors, Blue, Charlie, Delta, and Echo. Then Claire Dearing asks him to inspect the Indominus paddock for “vulnerabilities.”

Indominus Paddock

Inspection Item #1: The Indominus Rex dinosaur seems to be missing from the paddock. Hmmm, that could be a vulnerability. Owen, Barry, and Ellis the dino handler all enter the area to investigate.

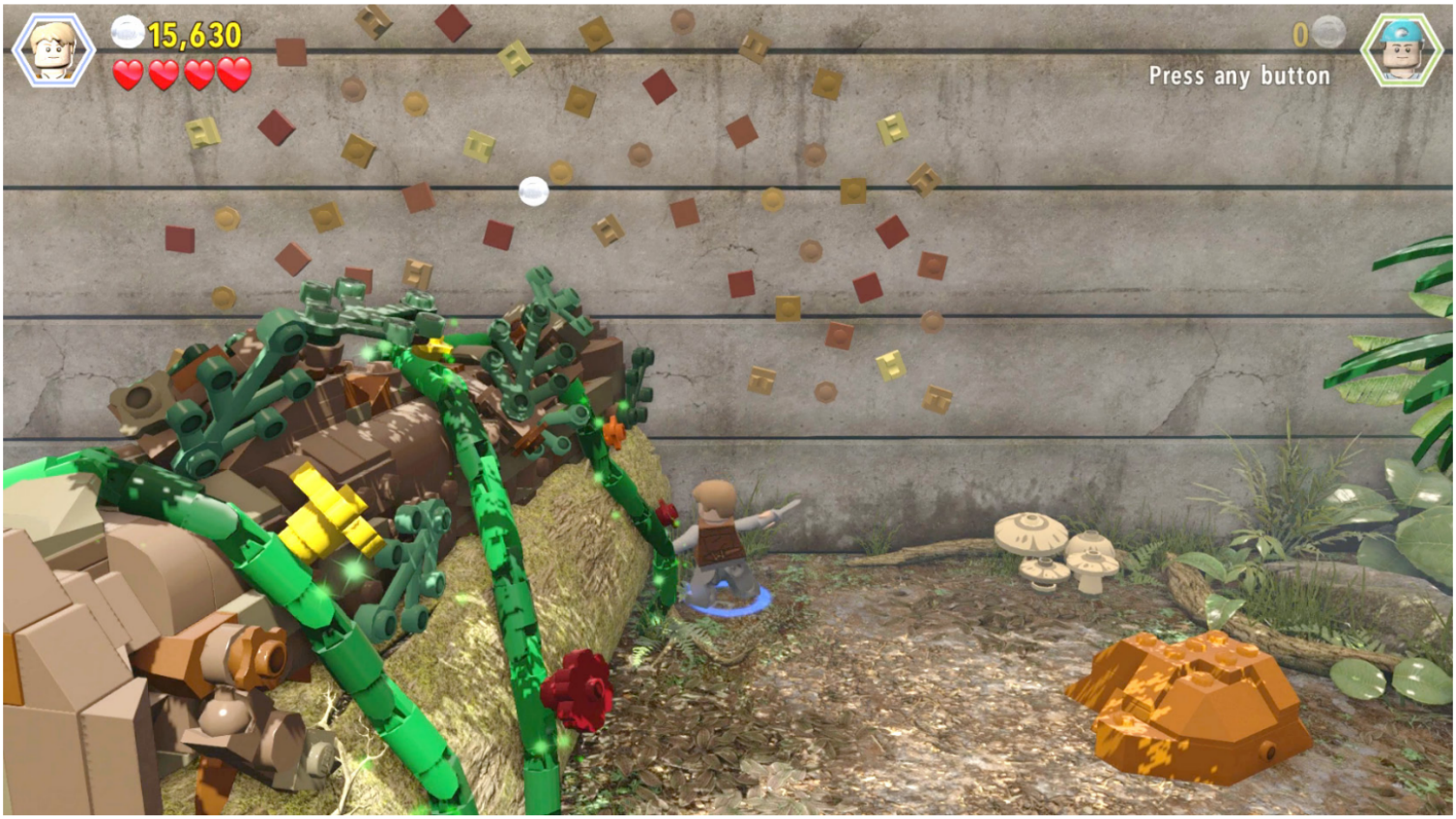
Icon	Story Characters	Abilities
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Supervisor Nick	Jurassic World Access, Scanner, Repair
	Handler Ellis	Electric Charge

Cross the Diggings

Walk to the right until you reach a deep trench that blocks passage. The Indominus clearly has some big claws. Tag to Supervisor Nick, a high-level Jurassic World employee who carries a scanner. Approach the sparkling blue sensor console and use Nick's scanner to reveal an access switch.

Like the sensors, only high-level employees like Nick have access to these special Jurassic World switches. Press Use and watch the three-button code appear onscreen, memorizing the order. Then enter the correct sequence. This lowers the ladder.

Climb the ladder, follow the walkway across and down, and hop back into the paddock. Tag to Owen Grady and rummage in the dino droppings to find some build-it pieces. Use the pieces to add handholds to the climbing wall then climb over the huge log blocking the way. Use Owen's knife to cut the vines holding the log so it drops. The others can hop over now.



Proceed to the right until you see the sinkhole collapse. Tag to Supervisor Nick and use his Repair ability to fix the well's blue pump mechanism. Jump up and down three times on the glowing green pressure pad to fire up the pump and fill the hole with well water. Hop across the pads to reach the other side.

Approach the wall to trigger a quick scene: Wow, those claw marks are very high up. And suddenly you get really bad news from the park control station: The Indominus Rex is still in the paddock!

Distract the Indominus Rex

Follow the path to the right until you reach the charge station—the electricity is out. Tag to Handler Ellis and hold down the Use button to charge the station with his stun-rod. This triggers a cinematic: The Indominus appears, and poor Ellis gets taken for a ride.

Tag to Owen and hold down the Use button until you activate his Camouflage ability. Sneak past the dinosaur; then deactivate stealth and rummage in the droppings pile. Assemble the build-it pieces into a wind-up rabbit that distracts the Indominus. Unfortunately, the big beast catches up to the rabbit right in front of the exit gate.

Escape the Paddock!

Tag to Supervisor Nick and approach the sensor panel next to the cage. Use Nick's scanner to lower the cage, and then continue moving to the right. Proceed to the next sensor panel and scan again to extend a series of block handholds on the wall. Tag to Owen Grady and jump up from block to block to the observation deck.

AMBER BRICK: Nick Lowers the Cage

After tagging to Supervisor Nick and using his scanner ability to lower the cage, find an Amber Brick in the middle of the cage.

When you arrive on the deck, use Owen's knife to cut the winch rope to drop a crate full of meat. Assemble the fallen meat pile into a dino-meal that zips down the zipline and lures the Indominus away from the main gate. Tag to Supervisor Nick and use his Jurassic World access on the control panel to the gate's right. Observe the three-button code and enter the sequence to open the gate.

Proceed through the gate to trigger the level-ending cinematic: Owen and the supervisor get out of the paddock, but somebody else manages to get a foot in the door too.

Hub Transit 16

This hub transition sequence is more involved than usual. Here you control the Mitchell brothers, Gray and Zach, as they move through the Jurassic World village and into the park's amazing Gyrosphere Valley.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Illuminate (Torch), Repair

Spawn a Pachy

Follow the light blue studs across the park village, turning left at the Juice Bar and continuing past the Petting Zoo entrance until you reach the pachycephalosaurus pavilion. Tag to Gray Mitchell and use his Small-Access ability to crawl into the access hatch and get past the closed gate. Inside, use the red button to open the exterior gates.

Jump to grab one of the two hanging handles to pull it down. (It may take a few hops before you snag the handle.) Tag to the other Mitchell brother and do the same with the other handle to open the interior gate.

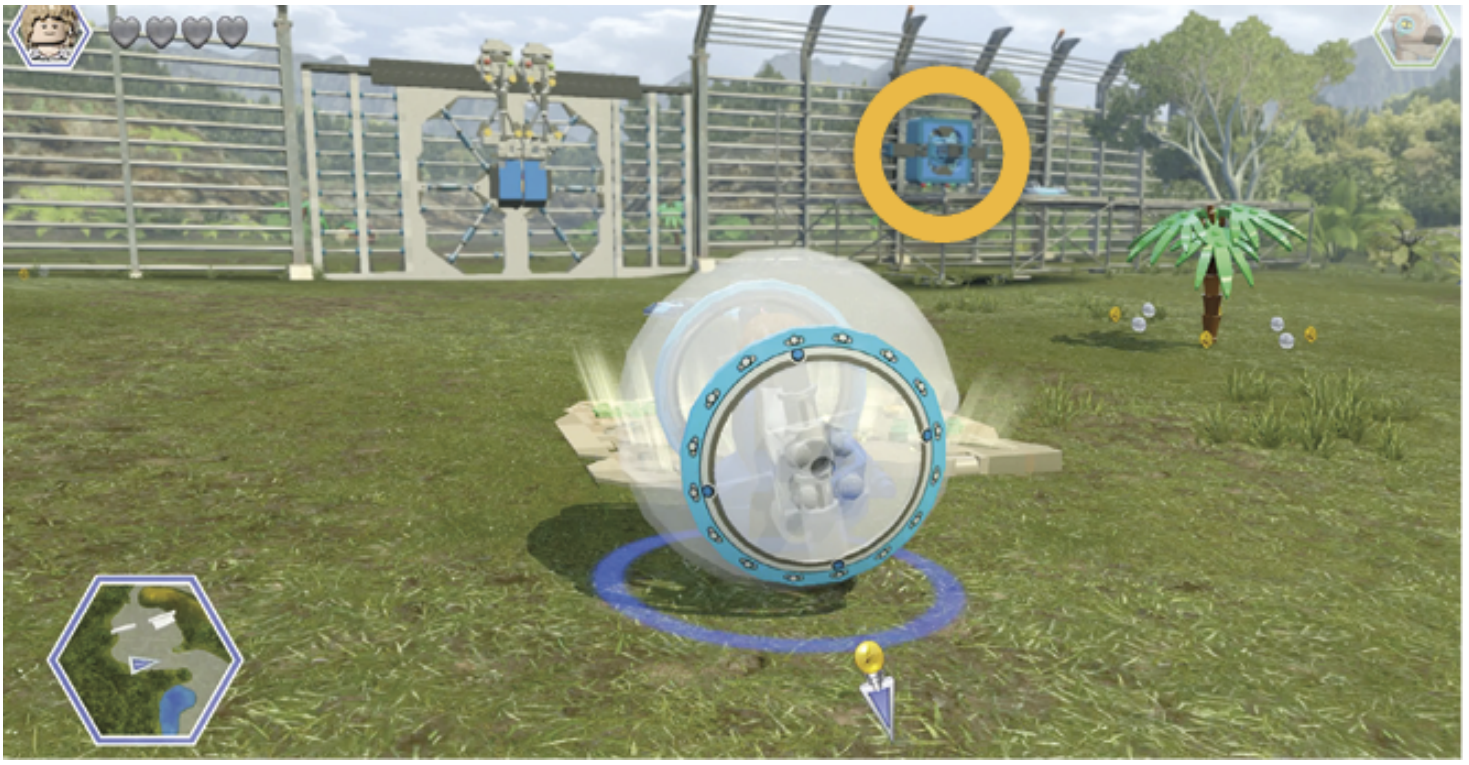
Smash the crate in the next room and reassemble the pieces into a Dino Spawner. Step on the dino icon and use the spawner to produce a Pachycephalosaurus. It's a playable character, so tag to the dinosaur. The Pachy automatically steps onto the elevator lift and rides up into the arena.

Bash Stuff

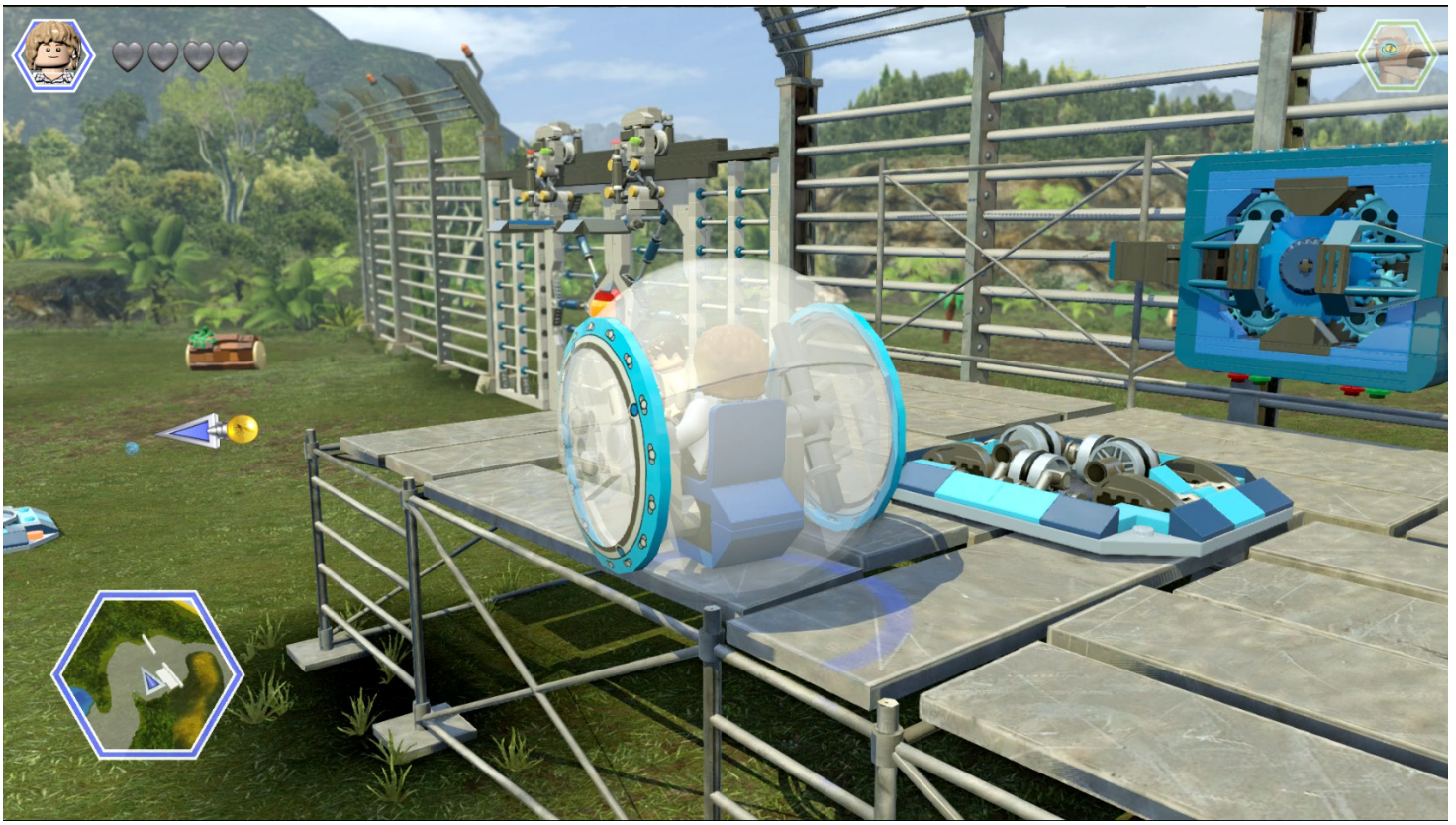
The arena announcer introduces "the biggest bonehead of the Cretaceous period" and three solid rock pillars rise out of the ground. Run straight at each pillar while holding down the Attack button to trigger the dinosaur's fearsome head-slam charge. When all three pillars are shattered, three more Pachys are released into the arena. Knock out all three challengers to wrap up the show. You automatically tag back to one of the Mitchell brothers.

Ride the Gyrosphere

Follow the blue stud route out of the pavilion and along the waterfront all the way to Gyrosphere Valley. Enter to find a park worker panicking because the gyro-track is broken. Interact with the blue LEGO computer mechanism to fix it and spawn the gyrosphere. Walk to the gyrosphere and press your vehicle entry button to hop inside. Use the left stick to steer. Drive over to the gyro-roll pad by the closed gate. (A Mr. DNA double helix hint is next to it.) Steer onto the pad so the sphere settles.

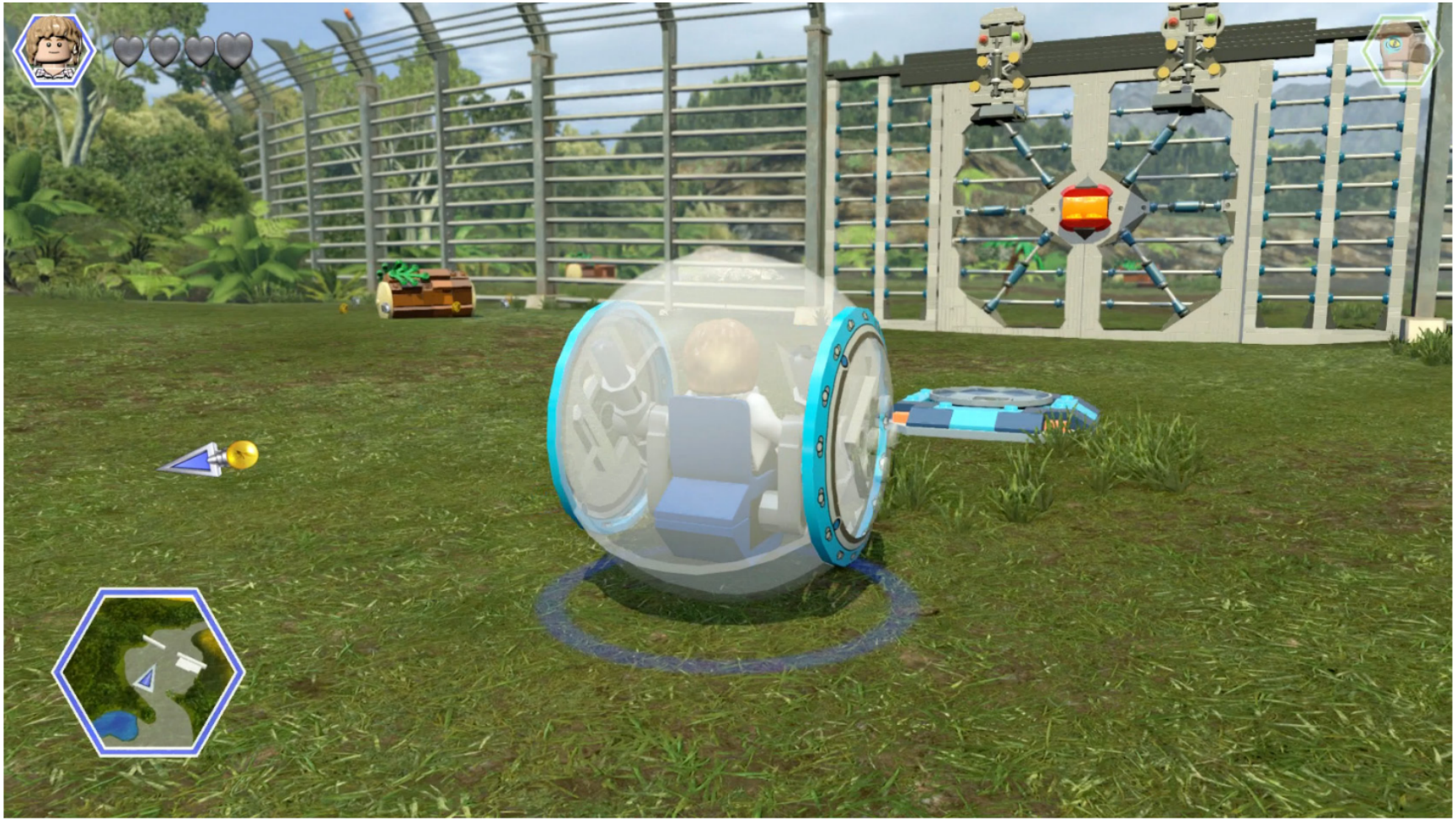


Hold the left stick forward to turn the pad's roll bars and lower the gate. Once the gate locks open, your Gyrosphere drives off the pad. Drive down the valley as it curves around and eventually reaches a tall fence with a much bigger gate. (There are many interesting things to see and do along the route, but as always, we recommend that you finish the Story before going hub exploring.) A big locking mechanism (circled in our screenshot) hangs on the fence above a platform to the left of the gate.



Drive to the gyro-launch pad at far right to bounce your sphere onto the platform. There, drive into the roll pad and push the stick forward to rotate the roll bars; this exposes the gate's lock mechanism.

Now drive off the platform and steer to the gyro-launch pad on the ground in front of the gate. Boom! The pad launches your Gyrosphere right into the gate, banging it open! Drive through the open gate to trigger the opening scene of the next level.



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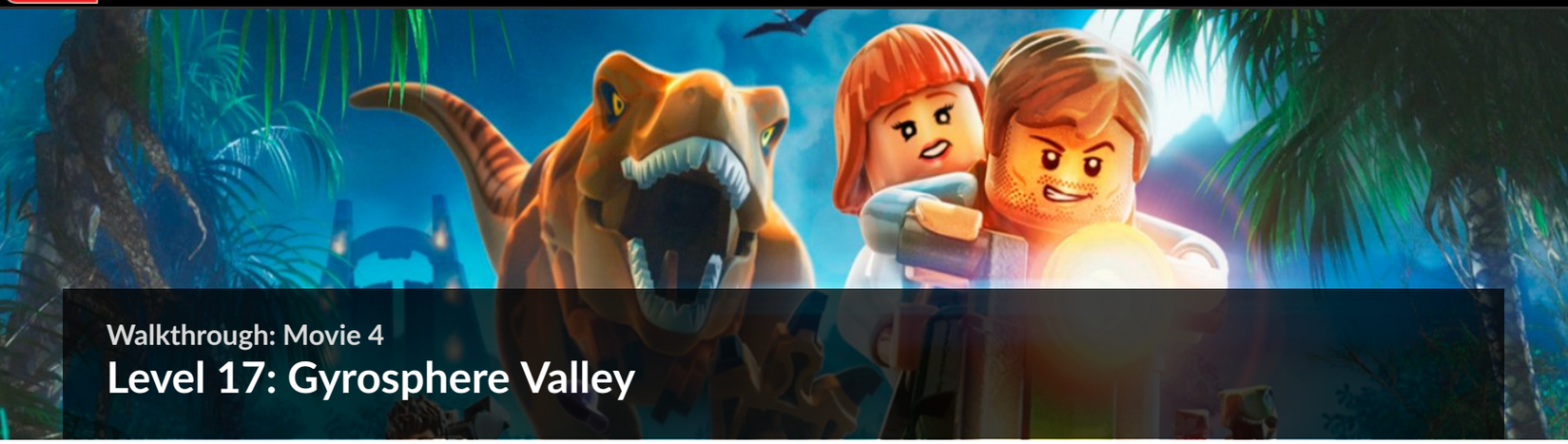


Walkthrough: Movie 4

Level 17: Gyrosphere Valley

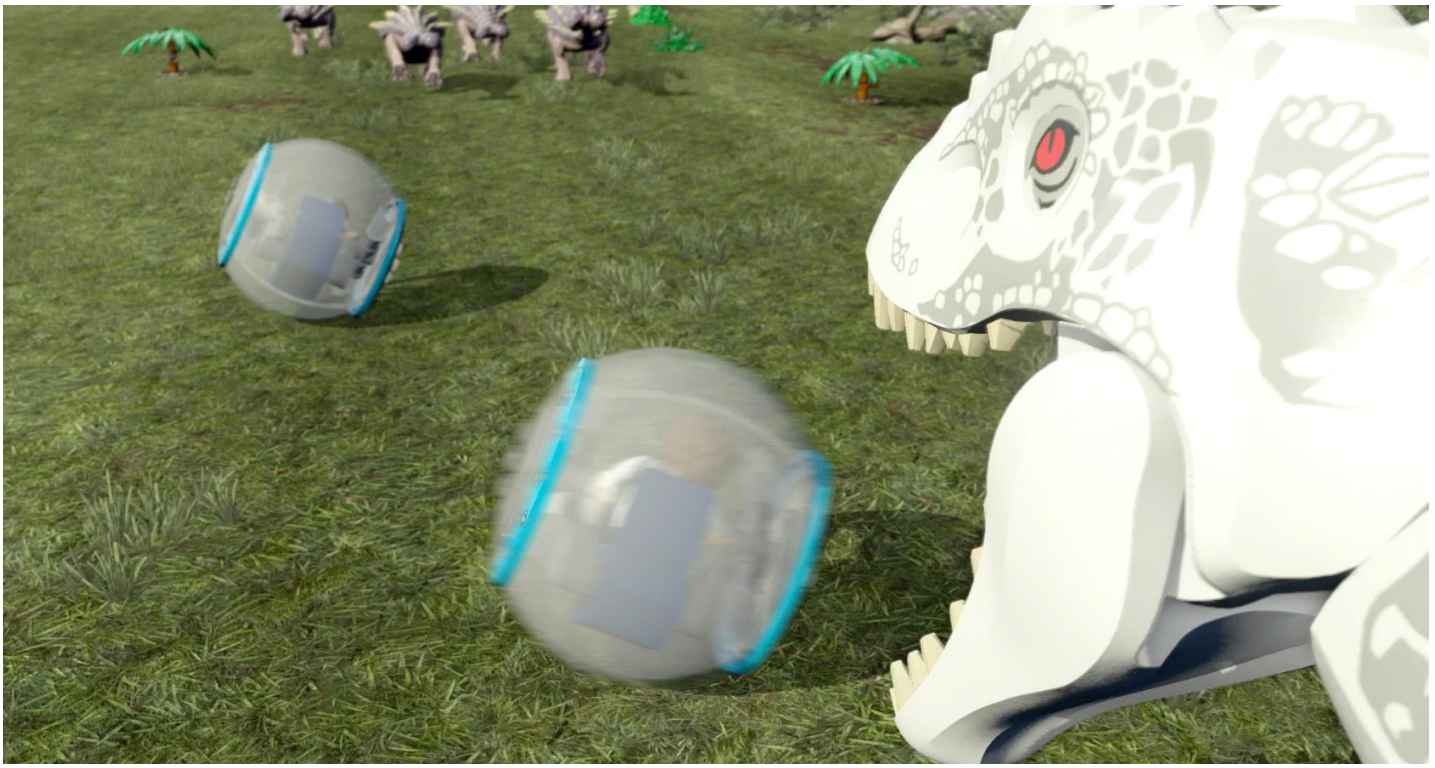
Yes, it opens with another wild bonus chase sequence! Only this time, you get to roll along in a Gyrosphere.

True Survivor Stud Requirement

50,000 studs

Gyrosphere Escape

Again, as in the other “escapes” in this game, the Indominus Rex will not catch you. But two Minikits and a slew of studs line the escape route. So steer your sphere carefully.



Icon	Story Characters	Abilities
	Gray Mitchell	N/A
	Zach Mitchell	N/A

Roll Away! Roll Away!

You know the escape drill by now. Roll down the rows of gold/silver studs and hit your Jump button to nab blue studs floating up high. You can also roll through an Amber Brick and earn a Minikit.

MINIKIT: Smash the Signs

Three wooden warning signs are posted along the route. Smash all three to earn a Minikit. The first one is on the far right side (seen in our first screenshot), appearing immediately after the camera view swings over to directly in front. The second one is on the far left side of the path in the forested area that you reach shortly after Indominus completely shatters a section of tram tracks (and almost nails the train too).

The third warning sign (shown in our second screenshot) is near the end of the chase, just as the camera view is swinging in behind the spheres. Look for it over on the opposite edge of the path (on the left from the boys' point of view).

AMBER BRICK: Look On the Left

At one point, Indominus Rex veers uphill onto a higher but still parallel path, and the camera view of your fleeing Gyrospheres swings to the side. After a few seconds, the monster veers back toward the boys and the camera swings almost behind the spheres. Steer your Gyrosphere as far to the opposite side of the path (to the boys' left) as possible and jump on raised ground to roll through an Amber Brick. Acquiring it unlocks the heavily armored Ankylosaurus.

Down the home stretch the brothers roll with a bony crew of Ankylosauruses. When you finish the escape, watch as Gray loses his sphere and the lead club-tail decides it's time to stop running.

Gyrosphere Attack

Now the Indominus Rex faces off with an angry alpha Ankylosaurus. The armor-backed creature is tough, but it's going to need some help from the Mitchell boys to survive against the hybrid Indominus.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	N/A

Help the Ankylosaurus, Pt. 1

Run Gray across the clearing and smash the three blue sections of the wrecked vehicle. When all three are destroyed, the build-it pieces start hopping and you can assemble a gyro-roll pad with a vine attached to the nearby beehive. Tag to Zach and drive his sphere onto the pad. Then push the left stick forward to accelerate, pulling the beehive until it releases like a slingshot.

The bees distract the Indominus, letting its armored foe roll over and get on its feet. Tag to the Ankylosaurus and follow the onscreen button prompts to body slam the Indominus into the big LEGO tree. The tree falls and a chunk shatters into build-it pieces.

Help the Ankylosaurus, Pt. 2

Tag to Gray Mitchell and assemble the build-it pieces into a ramp leading to the next level. Climb the ramp and watch for a small swarm of Compys! Smash the red/green plants to clear the way to a small-access hatch. Climb inside to emerge on the platform above.

Swing across two green vines and land on the big branch. Step onto the photo spot icon and use Gray's camera to take a flash photo that distracts the Indominus, again letting the Ankylosaurus back on its feet. Tag to the Ankylosaurus and follow the button prompts to get in some good hits. The irritated Indominus punches over another tree, knocking it to pieces.

Help the Ankylosaurus, Pt. 3

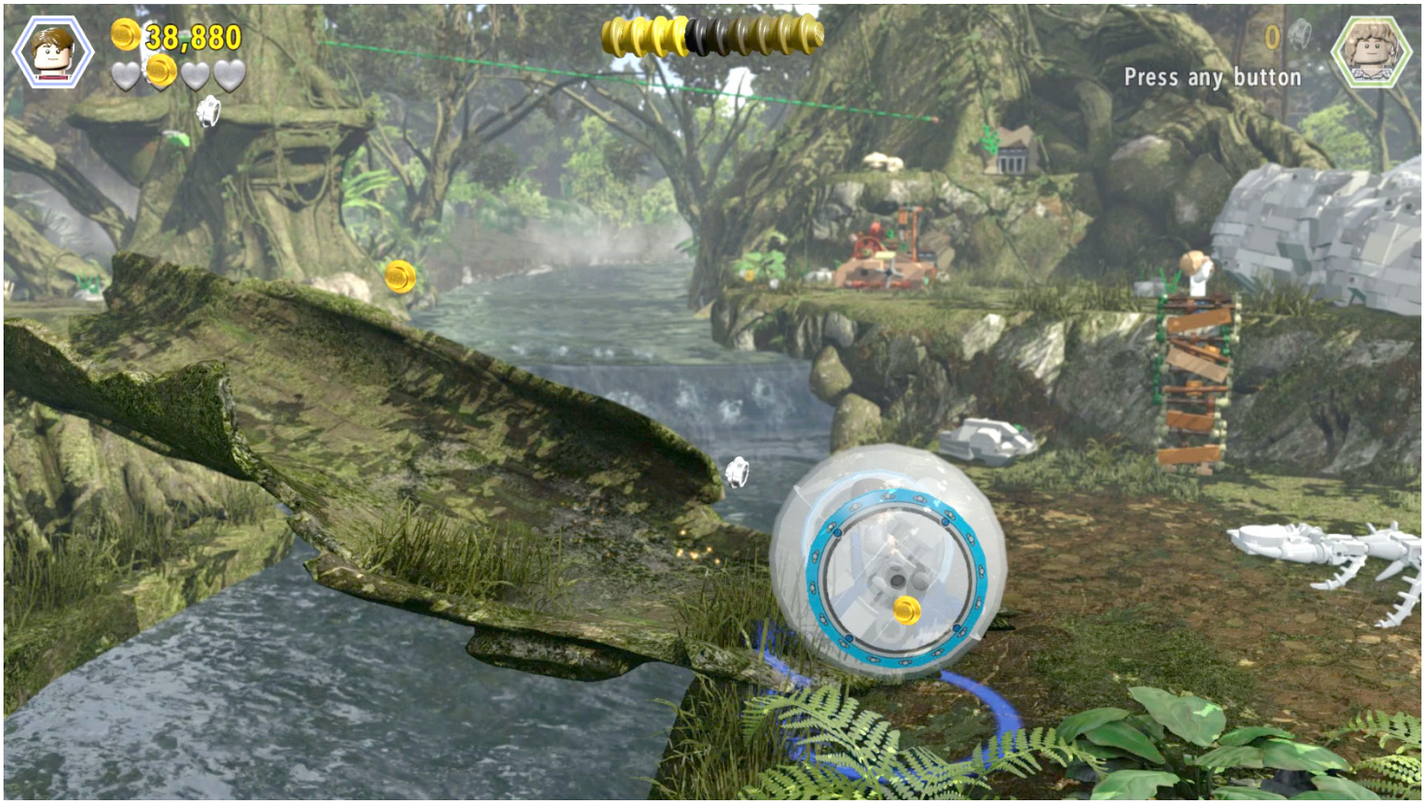
You automatically tag back to Gray. Assemble the pieces into a wheeled bridge that rolls into place over the ravine with the stream. Run across the bridge and smash everything on the next plateau. Assemble the blue LEGO build-it pieces that slide down the hill into a gyro-launch pad. Assemble the bone pieces next to the tree into a bounce pad.

Hop Gray onto the bone bounce pad and use the grab blocks to swing onto the tree platform. Then jump up to grab the zip-line and slide across the river over the battling dinosaurs. Drop to the lower level and smash the brown/white crate; then assemble the pieces into an egg shooter. This distracts the Indominus again.

Tag to the Ankylosaurus and hit the buttons as prompted. The fight moves upstream, but not before the Indominus tail-whips the nearby abandoned car into a scrap heap.

Help the Ankylosaurus, Pt. 4

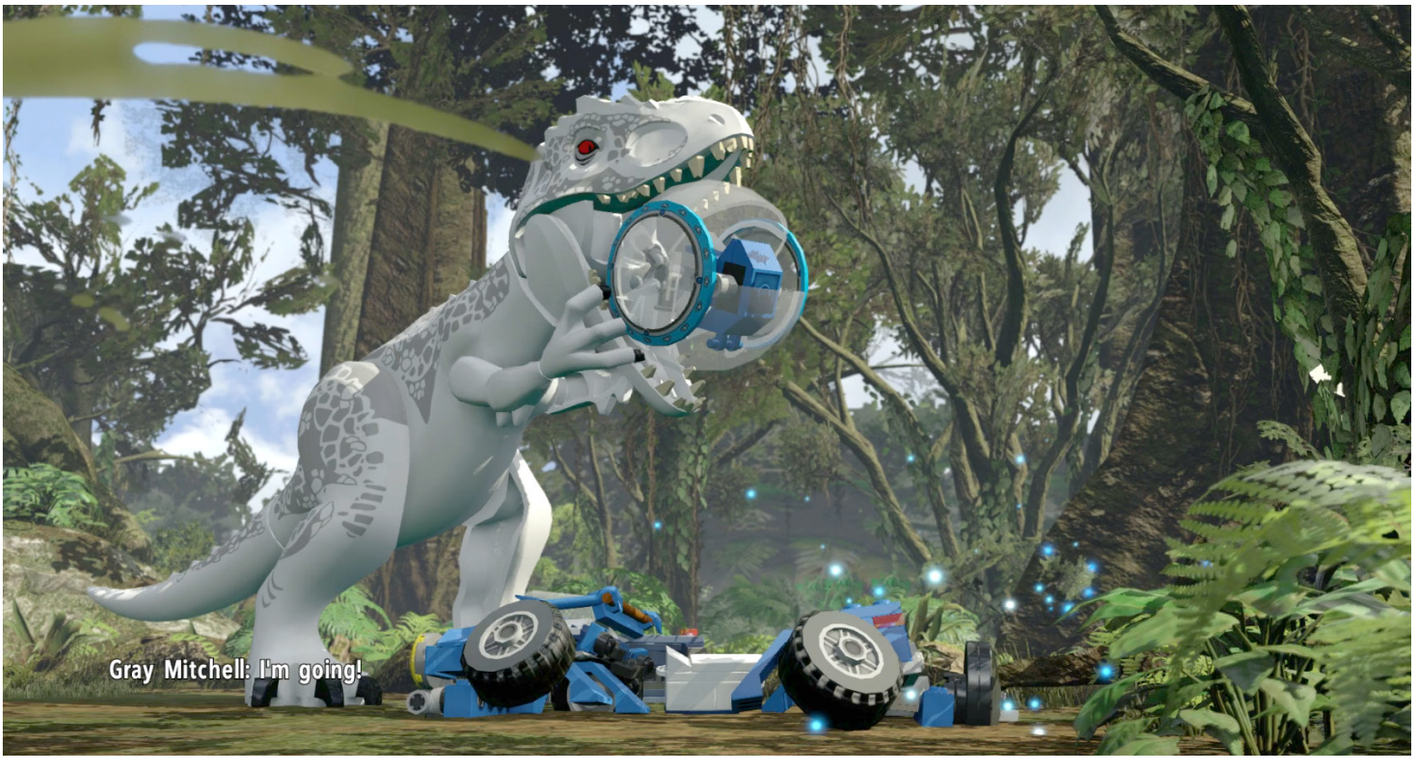
Jump down another level, fight off the Compy trio, and then assemble the two LEGO build-it piles. One pile becomes a ladder back to the upper level—you'll use it shortly—and the bone pieces turn into a lever. Jump on the raised end of the lever to roll away the nearby boulder and reveal another gyro-launch pad.



Whew! Now you've set everything up for the Gyrosphere and you can finally tag back to Zach Mitchell. Roll across the wheeled bridge and downhill to the first gyro-launch pad. This propels you up into a big hollow log over the river. Roll through the log and onto the second gyro-launch pad. This flings the sphere into the big gray obstruction on the next level, shattering it and clearing the way to the dinosaurs. Uh oh…the Indominus Rex has the poor Ankylosaurus by the tail!

Climb Gray up the ladder and send him near the dinosaurs to smash the two skeletons; then reassemble the bone pieces into an awesome crane claw. Tag to Zach and roll the Gyrosphere onto the gyro-roll pad next to the orange crane tower. Use the left stick to move the crane claw over the park truck. The claw automatically grabs the vehicle.

Then swing the vehicle over the Indominus Rex to trigger the level-ending cinematic: The monster tries to snack on the sphere as the boys escape. Meanwhile, back at park control, the team marvels at the creature's intelligence and ingenuity. But then Claire Dearing learns that her nephews are out in the valley!



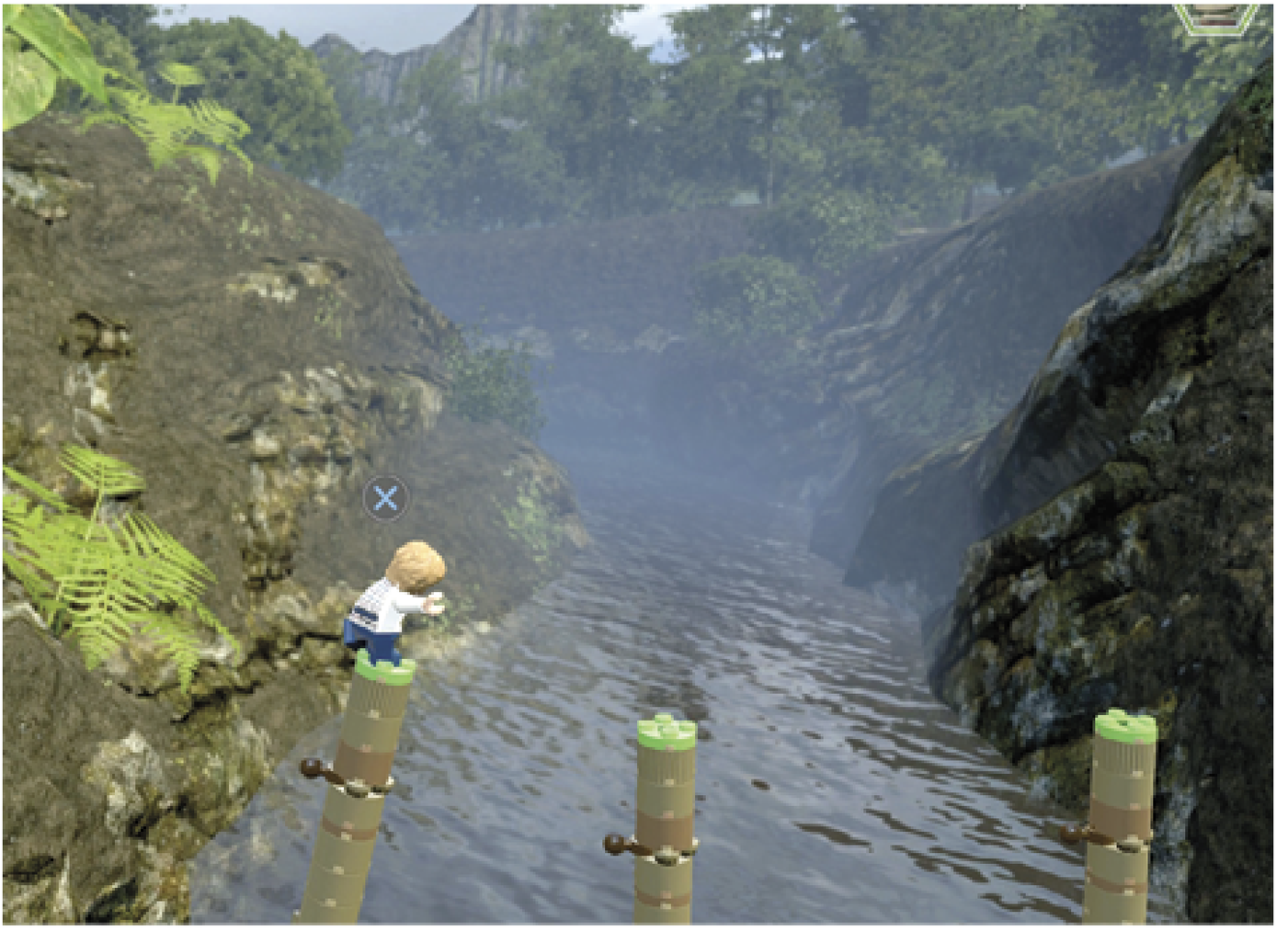
Hub Transit 17

After their narrow escape, the Mitchell brothers slog down an old Isla Nublar road looking for some way to contact their aunt. The route leads to some of the original Jurassic Park facilities, long abandoned.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Repair

Find the Parking Garage

Tag to Zach Mitchell and use the blue/white boost pad that appears just down the path on the left. Tag to Gray and jump to get boosted up the rock wall. Hop across the river using the three posts. Jump down the wall and smash the logs. Assemble the build-it pieces into a narrow footbridge for Zach to cross the river too.



When you reach the gate, use Zach's Repair ability to fix the blue gate control mechanism on the left. When the gate opens, continue down the path. A lone Compsognathus on the path attacks as you pass. If you fight back and knock him out, a Compy ambush is triggered! This is a timed fight where a Gold Brick is earned if you can KO 12 Compys within the 45-second time limit. (The Gold Brick floats on the road as a ghost item until you win; then it activates and you can pick it up.)

Follow the blue stud path up the front steps of the overgrown parking and maintenance facility for the old Jurassic Park Visitor Center. Tag to Gray and smash the bone pile in front of the door. Then use the bone pieces to assemble an unlocking mechanism that automatically opens the entry door. Step inside to trigger the opening cinematic of the next level.

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Walkthrough: Movie 4

Level 18: Out of Bounds

Zach and Gray warily enter the abandoned facility. Looks pretty creepy. Zach fashions a makeshift torch to light the dark garage.

True Survivor Stud Requirement

60,000 studs

Parking Garage

The first thing you see is a Compsognathus pack tending to an injured pack member. When they hear the Mitchell boys approach, the creatures skulk away, abandoning the poor little fellow.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Repair, Illumination (Torch)

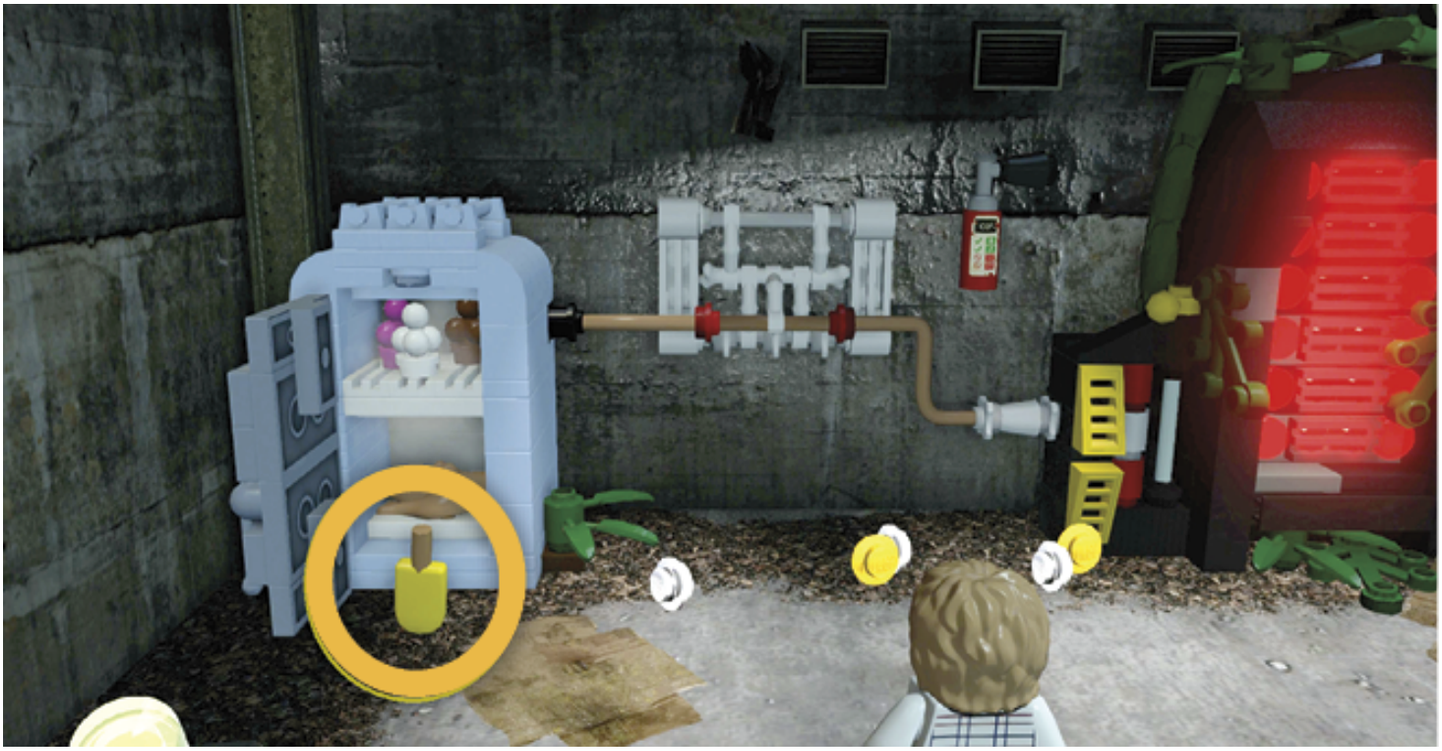
Heal the Compsognathus

Find the Chocolate Bar

Move toward the camera and then head left to see the sick dinosaur. Tag to Zach Mitchell and smash the big potted plant near the green tube on the wall to reveal the boost pad. Use the pad to assume the boost position; then tag to Gray Mitchell and approach Zach. Jump to get boosted onto the top shelf. Crawl into the nearby small-access duct to emerge on a nearby shelf where a Dino Bar is glowing. Pick it up, hop down, and feed it to the Compy.

Find the Ice Pop

Tag to Zach, head to the left, and fix the smoking blue generator to raise the door. Use Zach's torch to enter the dark room that's revealed, and then use the pump switch in the back-right corner. This fires up the generator and turns on the lights, but a gap in the wiring cuts off power to the locked freezer in the back-left corner.



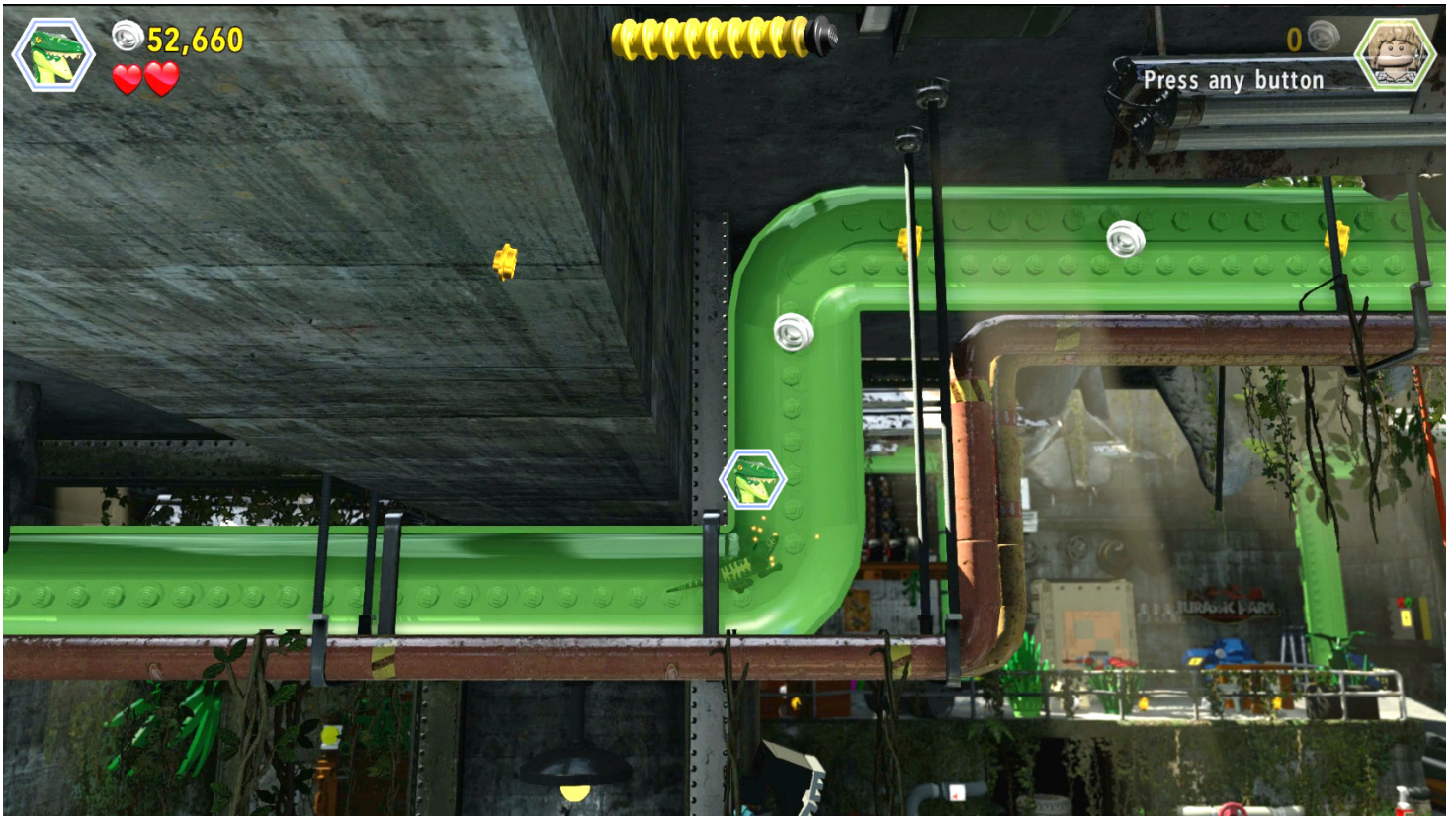
Tag to Gray and smash the table and skeleton into a pile of bone pieces. Assemble them to fix the wiring. When the freezer pops open, grab the ice pop that falls out. Feed it to the Compy. Two ingredients down, one to go!

Find the Meat

Smash the white-topped cooler directly behind the Compy to find the meat. Pick it up and serve it to the Compy to heal him! The little fellow is very grateful. He also becomes a playable character.

Fix the Park Truck

Tag to the Compy and enter the green “Compy Tube” next to the boost pad. Follow it all the way to the end. You emerge in a repair bay. Smash the black/yellow striped lock to raise the forklift, which dumps a crate over the fence. Tag to Zach, assemble the crate pieces into a bounce pad, and use it to hop over the fence. You see a truck with a few missing pieces.



Find Some Gas

Smash the stack of tires and other stuff blocking the dark passage on the back wall of the lower level. Enter using Zach's torch for illumination and nab the fuel can in the alcove. Use it to fill the truck with gas.

Find a Car Battery

Climb the ramp to the second level and use Zach's wrench to repair the blue power box next to the Compy Tube. Tag to the Compy and follow the tube outside. Exit and find another Compy Tube nearby to the left. Follow that short tube to the end, pressing the button that opens the door below.

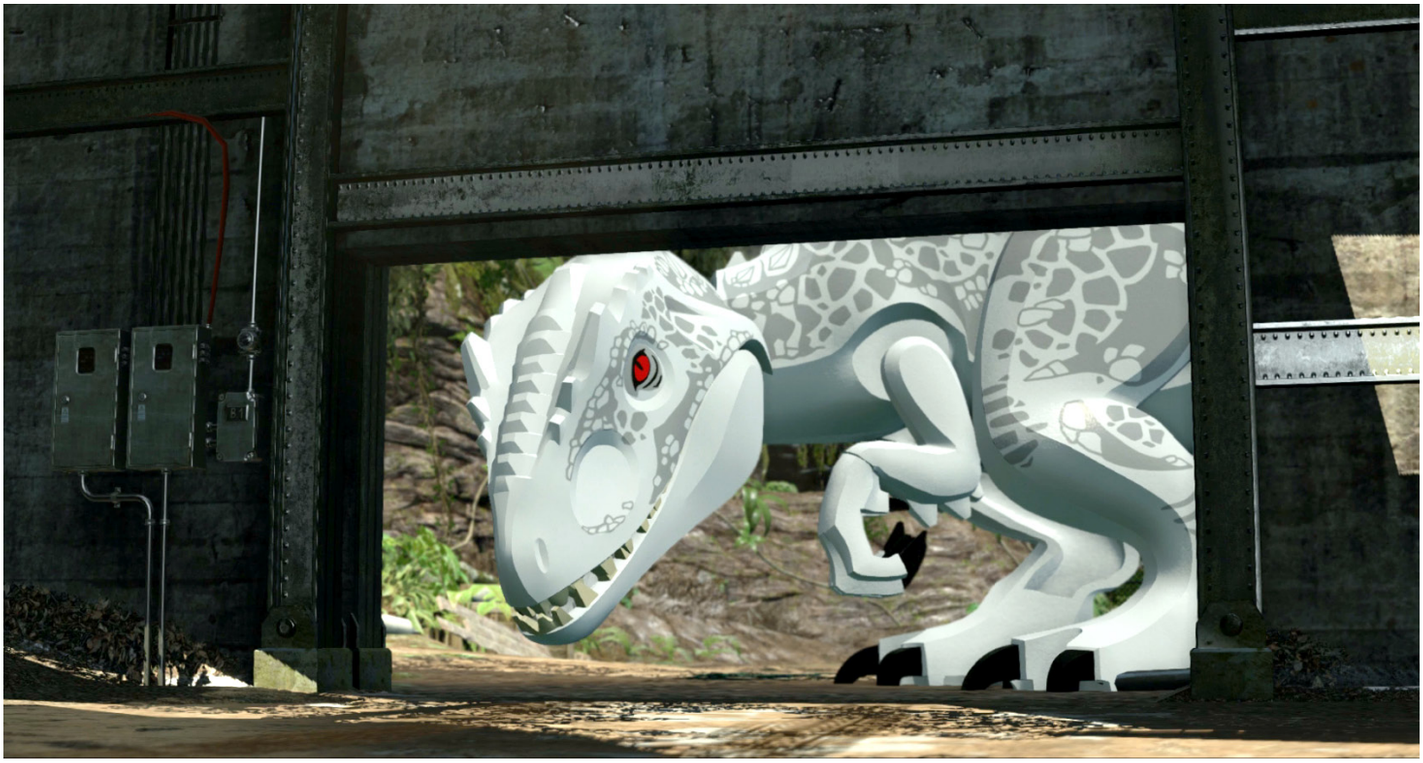
Tag to Gray and enter the outer yard. Fight off the hostile Compy swarm; then smash up the blue/white crates at the back wall. Use Gray's Bone-Build ability to assemble the bone pieces into the hammer device that bashes open the nearby truck's hood. Pick up the battery and install it on the truck inside the repair bay.

Find a Red Alloy Tire

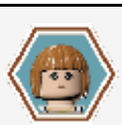
Now tag to the Compy. Inside the repair bay, climb the ramp and go left, smashing the cart that blocks the second Compy Tube. Enter and follow the tube to the end, pushing the button to knock down tires. Tag to Zach or Gray and hop onto the leftmost tire (with smaller one with the red alloy wheel). Roll the tire to the truck and kick it on to complete the automotive repair.

This triggers the mission-ending cinematic: Claire Dearing and Owen Grady discover evidence of the boys' encounter with Indominus Rex and follow the tracks to the parking garage. Then they have a Rex encounter of their own.

Indominus Escape



The Indominus Rex has Owen and Claire trapped in the old Jurassic Park structure. They descend a ladder into a big underground storage area.

Icon	Story Characters	Abilities
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Claire Dearing	Jurassic World Access, Scanner, Agile

Find a Way into the Center Area

Before doing anything else, check out the following two Minikit sections. You can collect two kits right off the bat! Then move Owen Grady toward the camera until you reach the wall of vines and slice through it.

MINIKIT: Behind the Entry Ladder

As the level begins, walk just to the right of the ladder. Your character disappears into what looks like a dark space behind the ladder. Guess what? It isn't! Move around until you nab an unseen Minikit.

MINIKIT: Beside the Entry Ladder

As the level begins, walk away from the camera to find a small droppings pile amongst the crates. Use Owen to dig out the build-it pieces of a Minikit. Assemble them, grab the kit, and move on!

Smash the three InGen crates and assemble the pieces into a pair of grab bars on the tall scaffolding. Tag to Claire Dearing and try to high-jump up the bars to trigger an Indominus breakthrough that shatters the scaffold! Assemble the scaffold's broken pieces into a massive chainsaw; then jump on its pull-switch to activate the tool and cut through the heavy vines.

Get to the Upper Walkway

Cross the enclosure to the crate stuck in a patch of dry brown vines—a sensor array hangs above it. Tag to Claire and use her scanner to trigger a sprinkler system that waters the vines, turning them green and soft. Now Owen can cut through the vines with his knife. The crate falls and breaks into build-it pieces. Assemble them into a narrow wooden beam.

MINIKIT: Corner Rope Cut

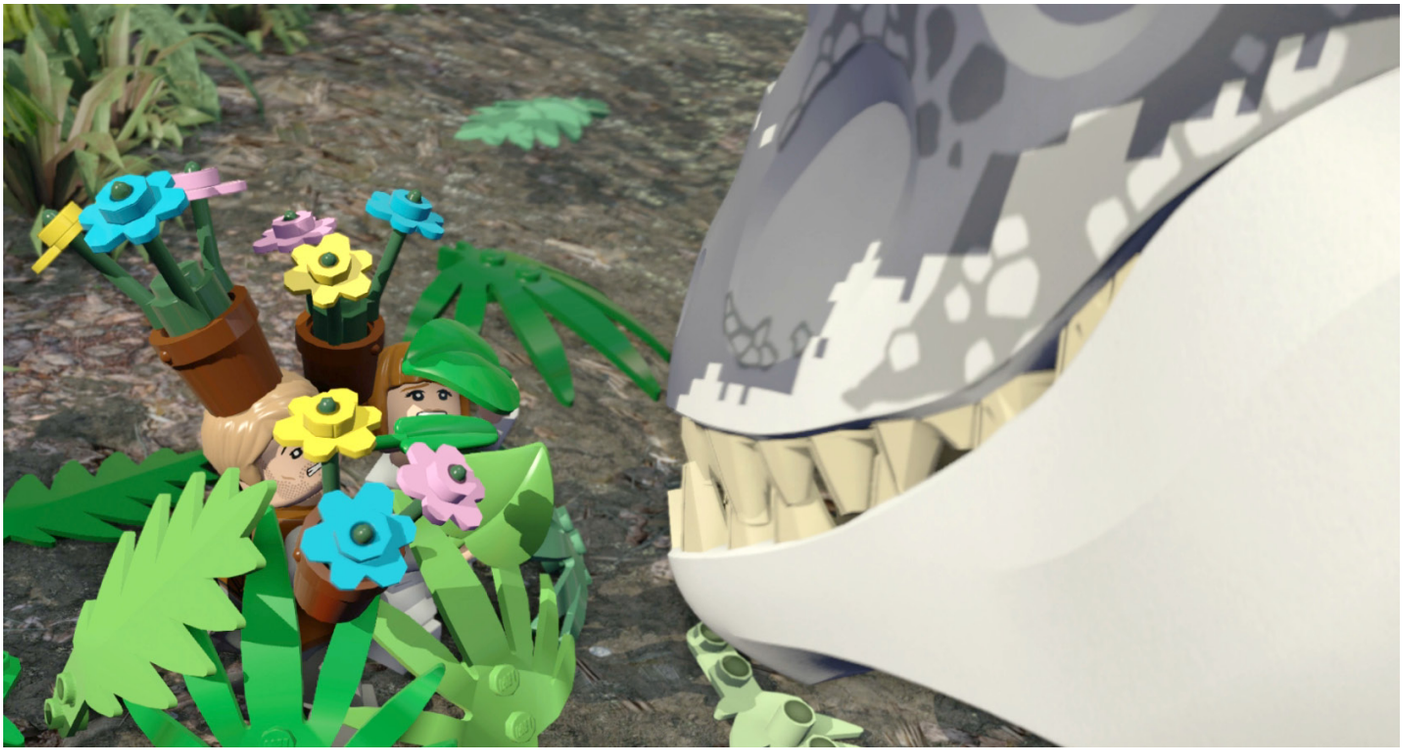
Once you get across the beam, send Owen to the rope winch in the left corner of the new area, next to a big droppings pile. Cut the rope to drop a pallet of Minikit pieces; then assemble them to get the kit.

Use Owen's rummage ability in the big droppings pile to pull out some pink/blue build-it pieces. Assemble them into an acrobat wall. Tag to Claire and use her Agile ability to swing off the twirl pole; then bound off the acrobat wall to the upper walkway.

Below, Owen automatically steps onto the lift. Have Claire turn the red crank switch to raise the lift. The moment the lift reaches the top, quickly tag to Owen and quickly jump to grab the climbing wall handholds. Traverse the wall to the next platform and push the crate off the checkered slide track. Tag to Claire, build the broken pieces into a ladder, and climb back up to the platform. This triggers a brief appearance by the Indominus Rex.

Have Claire hop over the blue/pink acrobat bar into the back room; then use the glowing jump circle to grab the pull switch. Tag to Owen and walk through the newly opened passage to trigger another Indominus appearance. Activate Owen's Camouflage ability to sneak past the monster. Deactivate stealth and smash the nearby containers of pesticide. Reassemble the pieces into a crazy spray-can contraption; then hop onto its bounce pad to drive away the Indominus.

The beast's abrupt exit knocks down more pink/blue build-it pieces. Assemble them into an acrobat slide bar. Tag to Claire and make a running slide (pressing Jump as you get close) under the bar. Smash all the stuff in the room and build a jack to lift the slide bar for Owen. Tag to Owen and cut the green vine rope to knock over the pillar. Walk across the fallen pillar and hop across the green-topped poles to trigger the level-ending cutscene: Owen plays a scent trick to throw off the Indominus Rex, and then Claire calls for a full deployment of the park's security force.



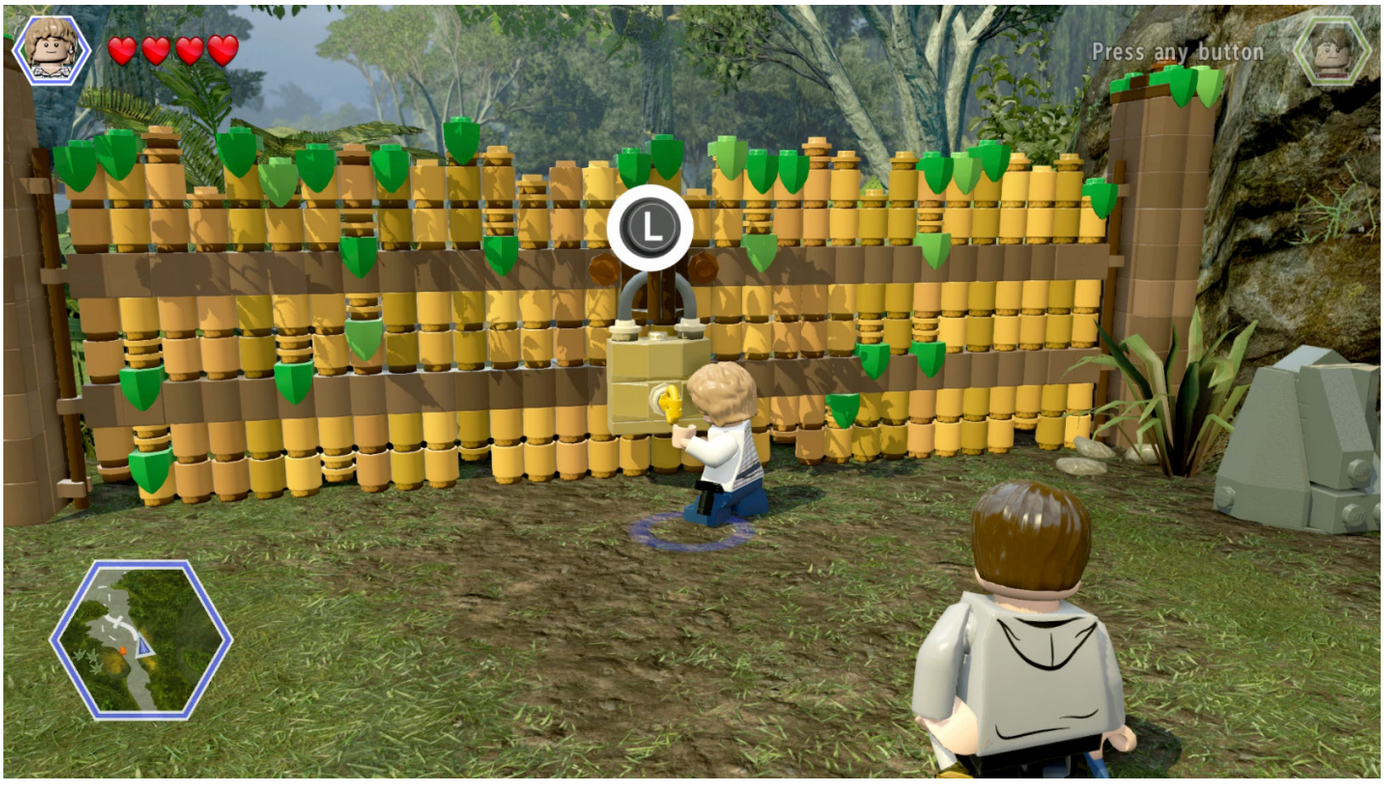
Hub Transit 18

Gray and Zach Mitchell have almost made it out of the wild valley and back into the Jurassic World village. Just two more gates stand in their way.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Repair, Illumination (Torch)

Reach the Main Gate

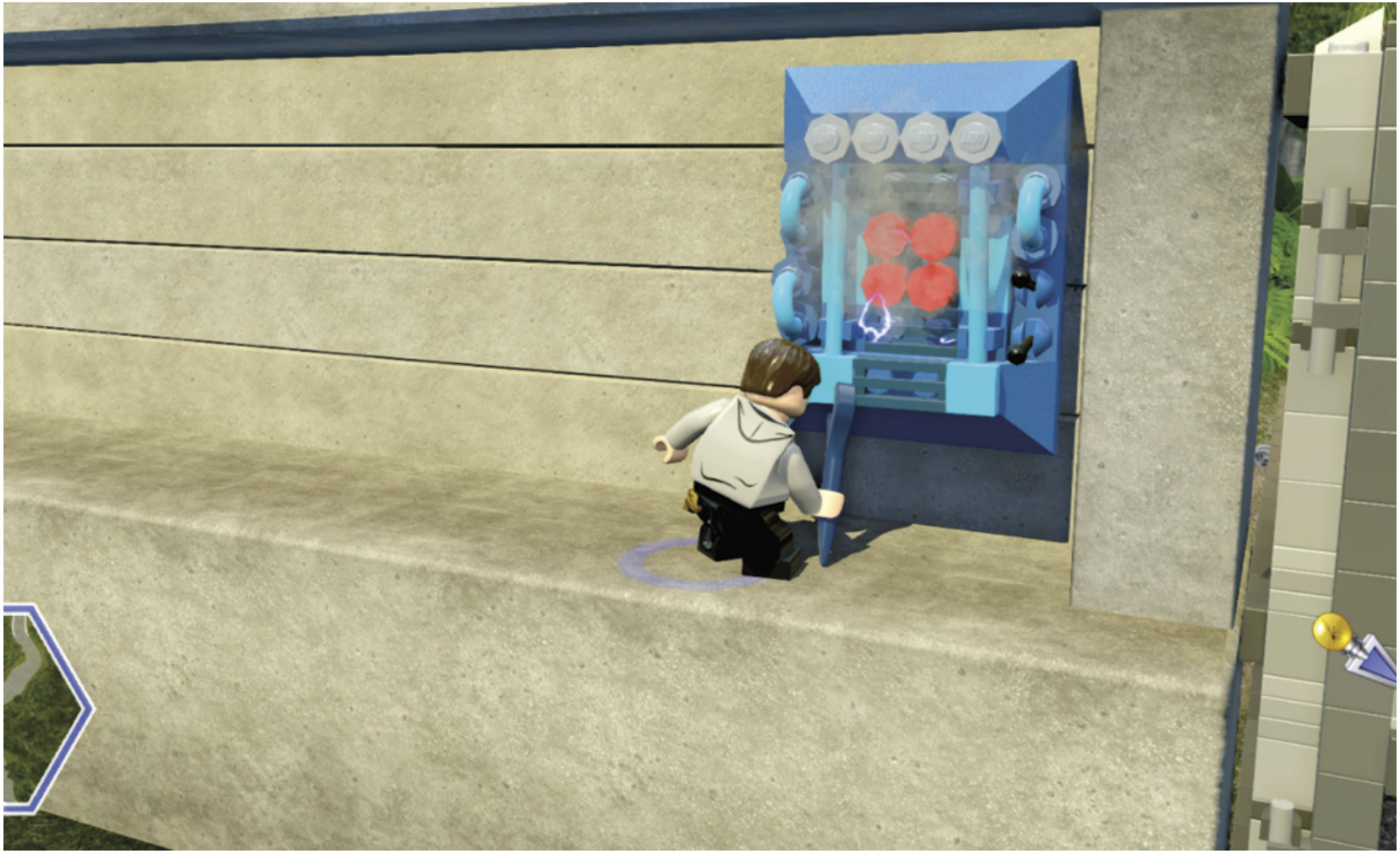
The wooden gate up ahead is locked. Tag to Gray and use the small-access hatch on the rock wall to the right. You emerge on a ledge above. Smash the brown rocks and grab the key. Hop down and use the key to open the gate. Follow the blue stud route down the road to the main gate to the village.



Unlock the Gate

The gate actuators are out of commission, and the workers ask for help. Tag to Zach and walk along the wall to the right until the boost pad pops up. Step on and use it to boost Gray onto the ledge.

Smash the first two wall panels and assemble the pieces into a ladder. Tag down to Zach and climb the ladder. Then use Zach's wrench to repair the smoking actuator panel. The gate opens automatically. Proceed through the open gate to trigger the opening cinematic of the next level.



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Walkthrough: Movie 4

Level 19: Under Attack

Back at park control, Hoskins suggests deploying Owen's trained raptors to hunt down the Indominus Rex, but Simon Masrani decides to take matters into his own incapable hands. Unfortunately, this crack marksmen misfires and pokes a hole in the aviary. The results are not pretty.

True Survivor Stud Requirement

74,000 studs

Main Street

Now the tourists at Jurassic World get the unexpected pleasure of observing Pteranodons and Dimorphodons, up close and personal! The new attractions arrive at the park village just as Gray and Zach Mitchell enter and find Zara.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Repair, Illumination (Torch)
	Zara	Agile, Scream
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Claire Dearing	Jurassic World Access, Scanner, Agile

Chase Off Pteranodons

Tag to Zara and use her Scream ability to shatter the glass of the Music Store. Tag to Zach and smash the album display shelf directly opposite the doorway to reveal a smoking blue generator. Use Zach's wrench to repair the generator and activate the sound system. The loud music drives off the Pteranodon harassing the hot dog vendor.

As the dinosaur flies off, it knocks over a streetlight that falls into water gushing from a nearby fire hydrant. This creates an electrified barrier for Zara, Zach, and Gray. The camera pans to the opposite end of the street where Claire Dearing, Owen Grady, and a well-armed ACU security team arrive. A pair of Pteranodons that refuse to move blocks the route to the right.

Tag to Claire and use her scanner at the sensor panel (circled in our shot) just left of the 3D Theater's front doors. This closes the security shutter over the Sushi Shop next door. The shutter also sheds some broken pieces; use these to build handholds for a climbing wall. Tag to Owen and climb the wall to the roof.

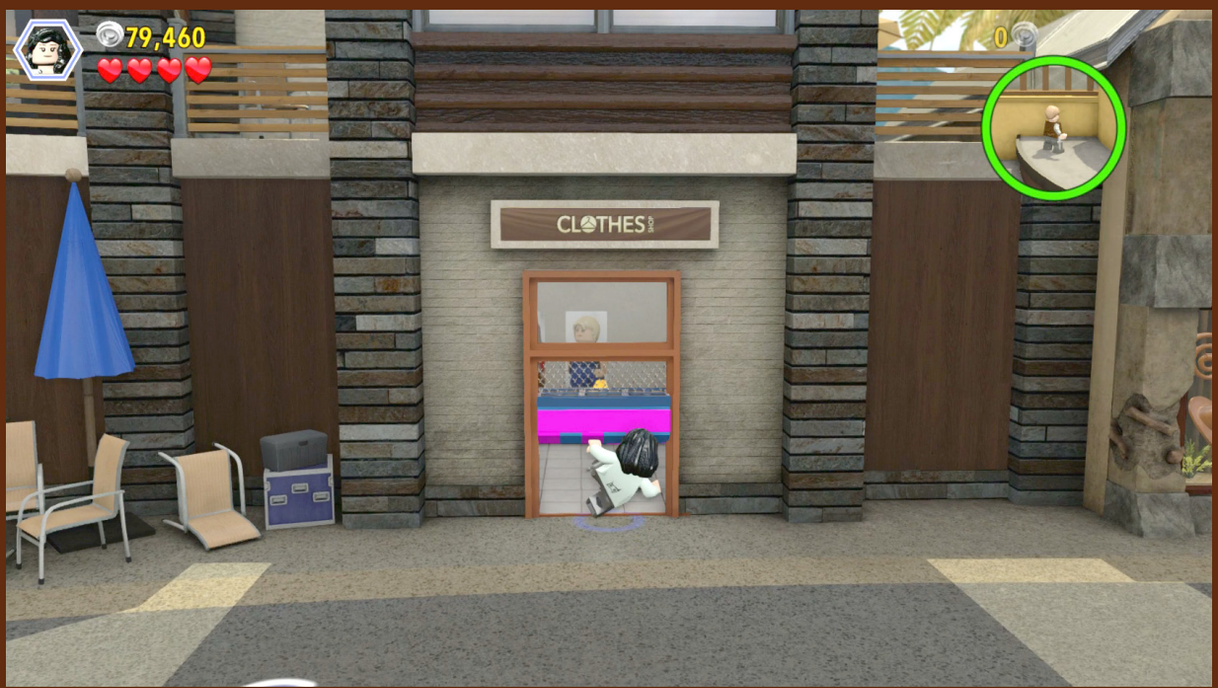
Go left and kick the Coffee Shop sign to drop a cable. Tag back to Claire, climb the cable to the roof, and head rightward to use the Jurassic Park access panel. Enter the three-button code to activate the rooftop T. rex hologram projector and scare off the Pteranodons.

Now the camera automatically pans back down the street and you tag to Gray Mitchell. A Pteranodon knocks a pile of bones into the street. Use Gray's Bone-Build ability to assemble them into a bounce pad. Tag to Zara and use the pad to bounce up to a set of twirl poles. Use them to swing over the electrified water hazard.

On the other side, smash all three of the blue/white barriers; then assemble the pieces into a footbridge over the hazard. Tag to Gray and use the photo spot to snap a flash photograph of the red Pteranodon attacking the tourist. The flash drives it away. Note that the beast has a gold key in its claw.

AMBER BRICK: Slide-In Clothes Shop

After Zara uses the twirl poles to get past the electrified water, use her Agile ability to slide under the Clothes Shop entrance's slide bar and snag the Amber Brick inside.



The stunned red Pteranodon flies erratically down the street and crashes through a barrier, dropping the gold key. Tag to Claire Dearing, head to the right, and fight through the Dimorphodons to pick up the gold key on the street. Use the key to unlock the front door of the Arcade.

Inside, send Claire to the left and then over the pink/blue agility bar. Pump up the generator fuse box to send a power surge to the car ride. The car careens down the street and scares away the Pteranodon hunkering in the fountain pool. That's the last of the pesky flyers! But one more obstacle remains.

Put Out the Fire

Tag to Zara and go to the fountain. Turn the red crank wheel to increase the water pressure and blast a stream of water through the debris clogging the flow. Hop into the pool and use the fallen debris pieces to assemble a push switch. Then push the green side of the switch in a circle until the water stream hits the fire and extinguishes it.

This triggers a series of cutscenes. The boys finally reunite with their Aunt Claire, who learns that Hoskins is planning to unleash his experimental raptor team to hunt the Indominus Rex. Owen Grady arrives in time to take control of his trainees.

The Alpha

Owen, Barry, the raptor quartet, and an InGen security team roll through the jungle. Here the story gets an unexpected twist. Owen's raptors indeed track down the Indominus Rex. But when they find the great white monster, Owen suddenly realizes where the Rex gets its intelligence.

Icon	Story Characters	Abilities
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Barry	Electric Charge, Tracker, Grapple

Rescue the InGen Security Team

The battle doesn't last long. Within seconds, the four members of the InGen mercenary team get scattered and put in jeopardy. Their icons appear at the top of the screen. Your first task is to rescue all four. As you save each one, each gets checked off.

Save the First Mercenary

Tag to Barry and pick up the nearby tracking item. Follow the blue tracks until you unearth the build-it pieces. Assemble them into a jump pole; then use the boost pad that appears. (You may have to fight off a Compy pack first.) Tag to Owen and jump to get boosted atop the burning military vehicle.

Hop across the two poles to the tree platform; then use the green vine to swing across to another tree platform. Knock down the ladder, and then use Owen's knife to cut through the vine that snags the first InGen soldier by the foot, and his ATV as well. Both drop to the ground. The mercenary runs off safely, but the ATV shatters into pieces.

Save the Second Mercenary

Just up ahead, one of Owen's raptors, Echo, has the second mercenary trapped atop a big log. Assemble the broken ATV pieces into a rocket and jump on its bounce pad three times to launch it at Echo. The raptor runs off and the mercenary escapes. Two down, two more to go!

Save the Third Mercenary

Continue on to the right, fight through the Troodon pack, and try to help the mercenary trapped under rocks. As you do, another one of Owen's raptors, Charlie, pounces in an ambush. Follow the onscreen button prompts to fight him off. Then pull out the trapped soldier.

Save the Fourth Mercenary

Use the nearby hopping LEGO pieces to build an extension to the log and climb it to the next terrace. Have Owen rummage in the big droppings pile to retrieve build-it pieces, and then assemble them into a ladder. Tag to Barry, climb the ladder, and use his grappling hook to tear open a hole in the huge tree trunk blocking the path. This triggers the appearance of another raptor, Delta.

Tag to Owen and use his Camouflage ability to sneak through the hole in the trunk past Delta. On the other side, smash all three of the brown mounds and assemble the pieces into a strange, spring-loaded battering ram that knocks Delta off the log and lets Barry hustle through the hole.

MINIKIT: Droppings Rummage

After Owen sneaks through the tree trunk past Delta, rummage in the big droppings pile just across the next clearing. Owen extracts pieces that you can assemble into a Minikit.

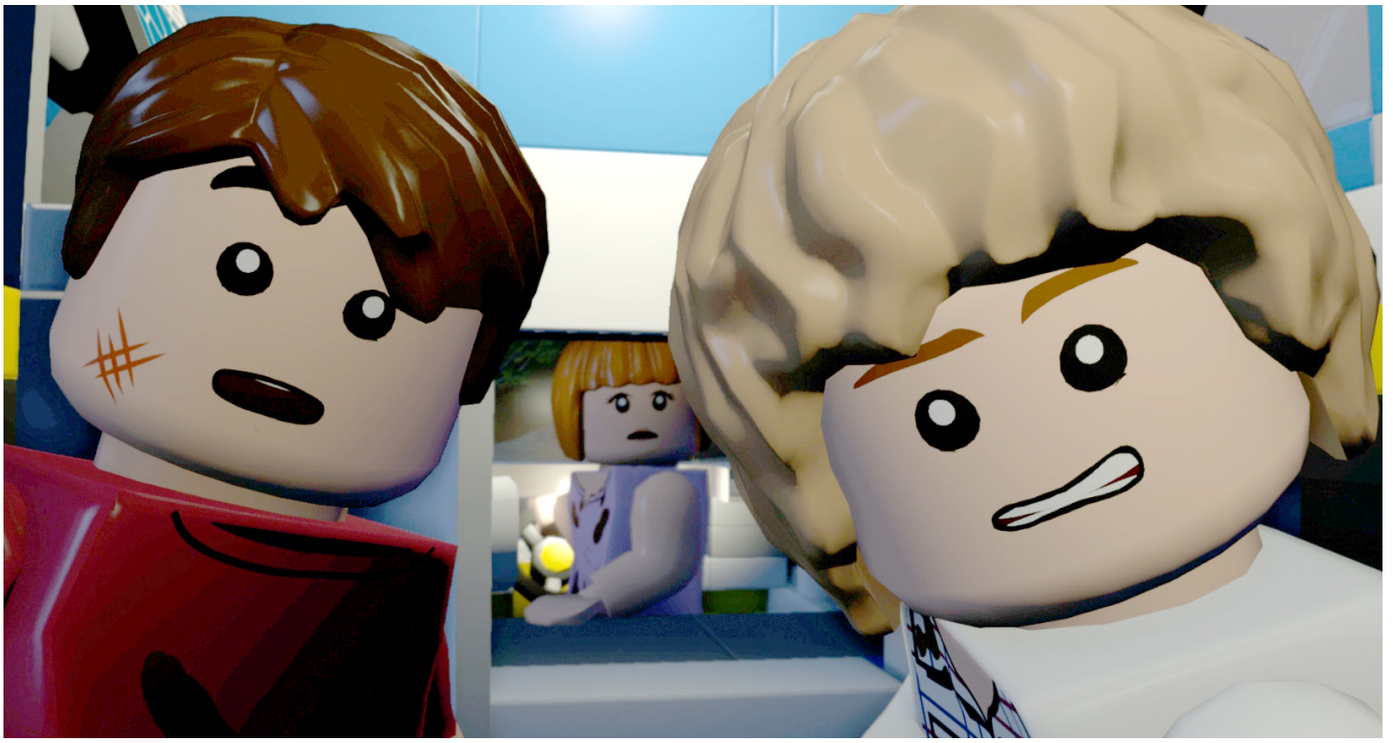
Tag to Barry and pull the crates off the high wall with his grappling hook. Assemble the broken pieces into a yellow bounce pad and hop up to the next level. Move forward to trigger a quick scene: The fourth mercenary is in a faceoff with the remaining raptor, Blue, claiming, “I’ve got sixty-five million years of smarts over you.” But the new alpha sneaks in behind the soldier. Now you’ve really got your rescue work cut out for you.

Tag to Owen and activate his Camouflage ability. Sneak over to the hopping blue LEGO pieces next to the security team's truck. Deactivate stealth and assemble the pieces into an engine component with an electric target on it. Tag over to Barry and shoot the target with his electric rifle to jumpstart it. The truck roars to life, knocks away Blue, and dumps a load of build-it pieces from its rear door. Now you have just one lizard left.

Assemble the pieces into a huge peppershaker on a Buddy Boost. Step Barry onto the boost pad first. Tag to Owen, approach Barry, and jump to get boosted up onto the Buddy Boost and fling the pepper at the Indominus Rex. Its sneezing fit frees the mercenary from its mouth, and the man finally runs off, safe. But the four raptors regroup as Owen and Barry speed away on an ATV.

Raptor Pursuit

Claire Dearing sits at the wheel of a brawny service truck called a Mobile Veterinary Unit, or MVU. Her nephews Zach and Gray sit in the back, ready to leave the island, finally. But when raptor thugs try to hitch a ride, the chase is on.

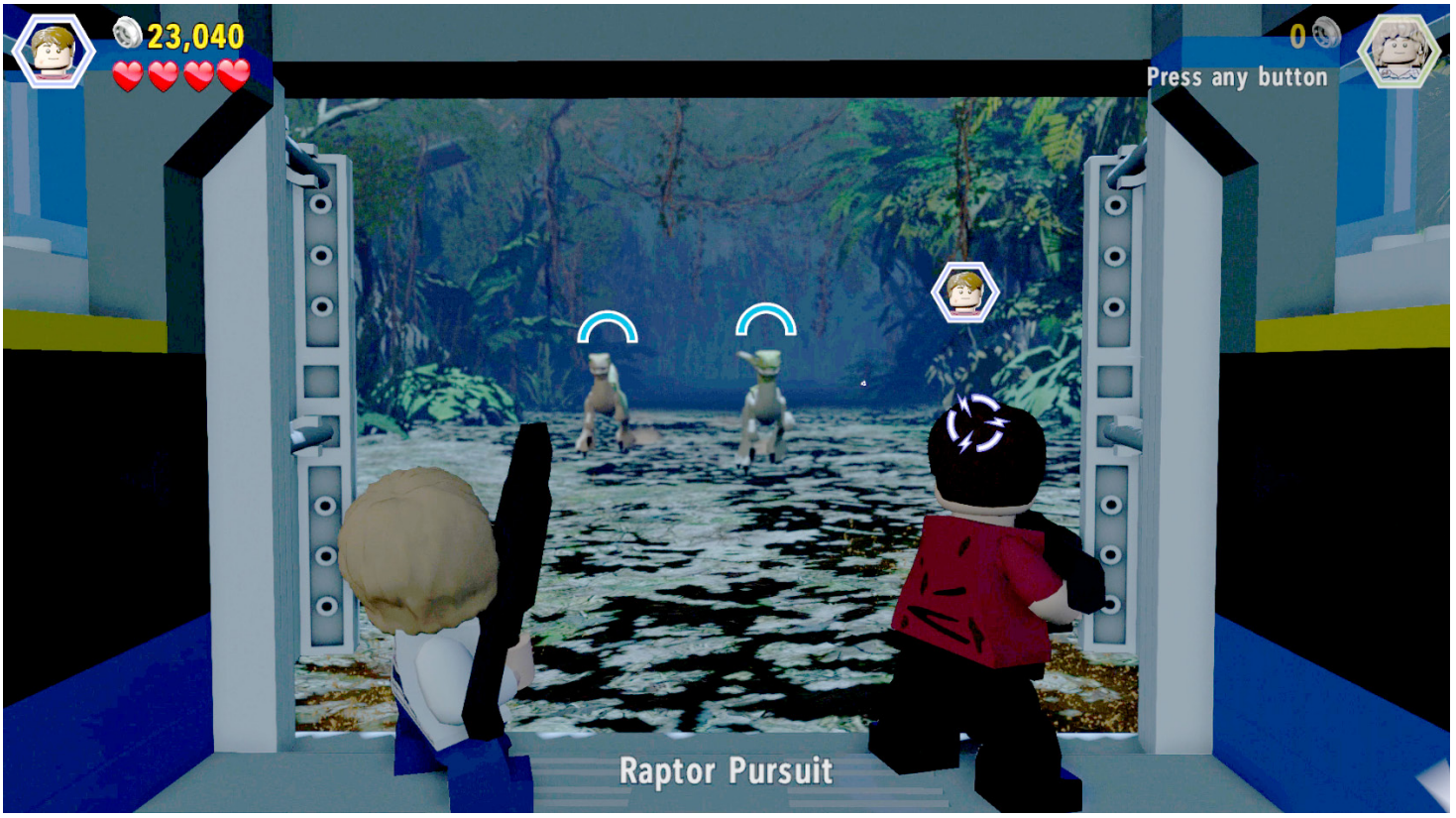


Icon	Story Characters	Abilities
	Claire Dearing	Drive MVU
	Zach Mitchell	Electric Rifle
	Gray Mitchell	Electric Rifle
	Owen Grady	Drive ATV
	Barry	Electric Rifle

Shoot the Raptors: MVU

This fast-moving mission has several distinct sections, but all have the same basic objective: Zap the pursuing raptors with electric stun rifles. In the first part of the chase, you can tag between Zach and Gray and shoot at raptors from the back of the truck. Just move the targeting reticle over a raptor and press Attack to shoot.

Each dinosaur has a half-circle health bar over its head. As the bar drops low, the meter turns red. When you drain the bar, the raptor stops pursuing and doesn't reappear until later in the chase.



MVU Phase 1

Two raptors give chase at first. At several points, one or the other will suddenly leap into the back of the truck and attack Gray or Zach. Just tap the button prompts shown onscreen to fend off the beast, and then start shooting at the runners behind the truck again. The raptor you kick out of the truck disappears briefly but rejoins the chase a few seconds later.

Knocking out both raptors triggers an event: The truck drops off a low jump, bouncing Gray off his feet as Zach grabs his brother's hand. Tap the button prompted onscreen to pull Gray back into the trunk. Then start shooting again, as two more Velociraptors take up the pursuit!

MVU Phase 2

Here you repeat the first phase of the chase, shooting at the two raptors or fending them off if they jump into the truck. Zapping both pursuers triggers another event: A raptor latches onto the truck door. Again follow the onscreen button prompts to knock the door open. The cagy raptor swings on top of the truck...then reaches in from above to knock away both of your stun rifles! This triggers the next phase of the chase.

Shoot the Raptors: ATV

Now your control and camera view switches to Owen and Barry on their ATV as they swing in behind the MVU truck. You start out controlling Barry who fires his own electric stun rifle as Owen drives. Your task is to zap Delta, the raptor that's on the roof of the truck up ahead.

Targeting is tough because Claire swerves hard from side to side. Also note that the raptor tosses objects at you that cause damage (by reducing your stud total) if they hit you. You can tag to Owen if you want to steer the ATV and avoid the projectiles, but Barry won't shoot while you drive.

When you finally KO Delta, another raptor leaps aboard the MVU truck and clings to the side. Claire crashes into the forest to the right, but soon manages to wrestle the truck back under control. As this happens, the camera swings over to a side view of the action. (Check out the next Minikit section!)

MINIKIT: Home Stretch

Later in the chase, shortly after the camera swings out to a side view of the vehicles, toggle your control to Owen (the ATV driver) and push the stick away from you, steering to the far side of the road. A Minikit sits along the far edge. Don't dally—you reach the kit not long after the camera shifts.

When the MVU comes back into view, you see that the Mitchell boys are falling out of the truck, barely hanging on. A raptor chases directly behind them. Zap that raptor! One raptor pursues the ATV as well, and you can shoot it from time to time to knock it back. When Barry finally nails the raptor chasing the MVU, you get one more challenge.

Now a Velociraptor leaps onto the MVU's windshield, blocking Claire's view of the road. Your ATV zooms ahead of the truck and Barry shoots looking backward now. Keep shooting until you finally knock off that last raptor. Aiming is difficult because Claire can't see so she keeps ramming your ATV!

When you finally shoot the raptor off the windshield, watch as the boys foil its desperate attempt to hang onto the truck. Then watch the cinematic of the crazy scene back at Jurassic World headquarters!

Hub Transit 19

Owen Grady, the Mitchell brothers, and Claire Dearing have finally made it safely back to the Jurassic World main street village. Their goal is to reach safety inside the Innovation Center.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Repair, Illumination (Torch)

	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Claire Dearing	Jurassic World Access, Scanner, Agile

Get Inside the Innovation Center

Follow the light blue studs down the main street to the front entrance of the Innovation Center. Tag to Claire and step to the sparkling sensor spot to the right of the doors. Use Claire's scanner to reveal the climbing handholds on the wall. Tag to Owen and climb to the roof.

On the roof, go left to the dino statue and push it off the checkered slide track so it shatters into bone pieces. Tag to Gray Mitchell and assemble the broken pieces into a bone ladder. Tag to Claire and climb the ladder to the roof.

Head rightward to find and use the Jurassic World access panel. Note the three-button code that appears onscreen and enter it on your controller. This unlocks the Innovation Center's front doors. Hop down and enter the building to trigger the opening cinematic for the final Story level.

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Walkthrough: Movie 4

Level 20: Showdown

When the team enters the Innovation Center, they find it eerily deserted at first. Then they run into Hoskins and learn something about his insane experiments. Get ready for the final level of LEGO Jurassic World!

True Survivor Stud Requirement

75,000 studs

Innovation Center

The relentless raptor crew refuses to give up the chase. After giving Hoskins a taste of his own medicine, the pack starts hunting Owen, Claire, and the boys again. But this time you're on Claire's turf!

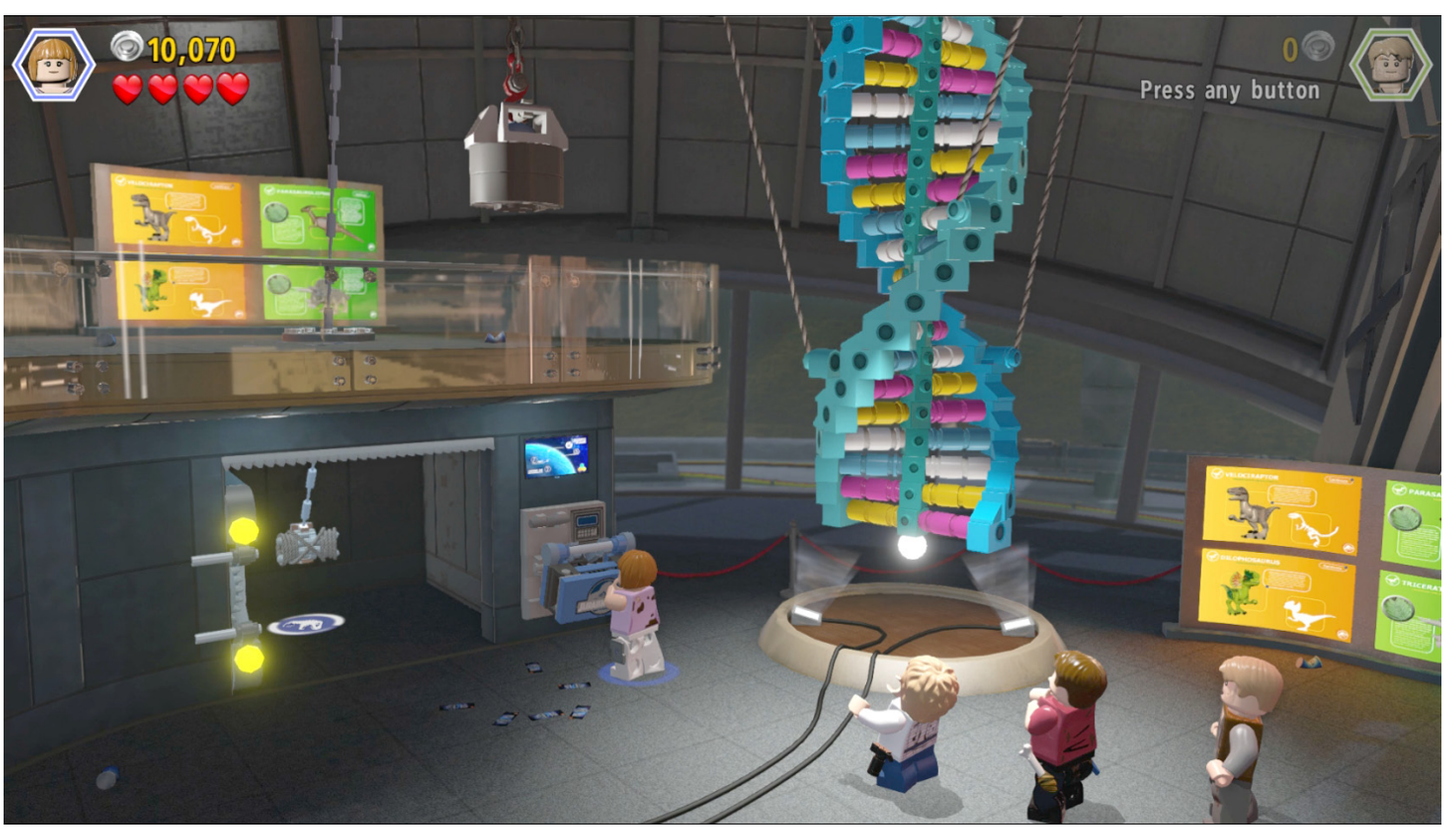
Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Repair, Illumination (Torch)
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Claire Dearing	Jurassic World Access, Scanner, Agile

Get to the Upper Exhibit Hall

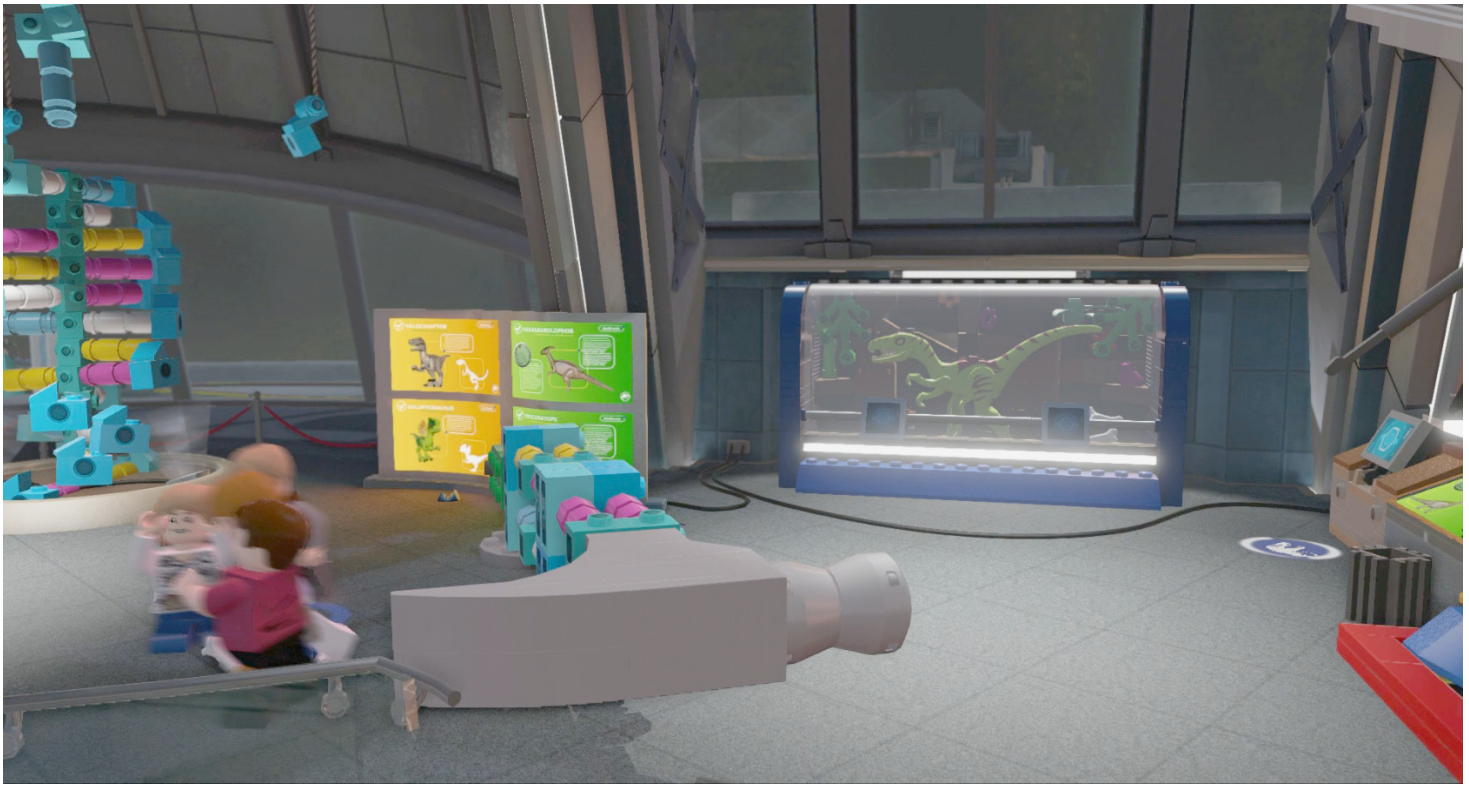
Tag to Claire and move to the right along the back wall to find the sparkling area that marks a WiFi spot. Use Claire's scanner there to reveal a climbing wall. Tag to Owen and climb to the top; then leap to the yellow bar. Shimmy to the left along the bar until the pipe breaks open. The blast of steam unearths the bones in the fossil sandpit.

MINIKIT: JW Access Panel

From the start, send Claire leftward to use the Jurassic World access panel. Build-it pieces pop out behind the nearby desk. Assemble them into a Minikit!



Tag to Gray and assemble the fossils into a bone ladder. Tag to Claire, climb the ladder, and head left to the park access panel next to the huge double helix sculpture. Use Claire's access and enter the three-button code to slide open the security cabinet. Tag to Owen and cut the cable winch to drop the DNA sculpture, shattering it into multicolor pieces.



Assemble the pieces into a big hammer contraption with a push switch. Push the green side of the switch until the device activates, smashing an exhibit to reveal a small-access vent. Send Gray into the vent. He emerges on the other side of the display cabinet that blocks the team's exit.

Smash the display of the huge T. rex skeleton head and use the yellow/black tiles to complete the slide track. Then tag over to any other character and push the display case along the track all the way to the blue floor patch. Now everybody can come through the gap.

Another raptor, Charlie, lurks just across the room. Send Zach sneaking into the dark alcove on the back wall. Hit the button prompts to fight off the raptor that attacks, and then use the pump-switch to power the nearby Jimmy Fallon hologram. When Charlie heads over to investigate, hustle down the spiral staircase.

Suddenly, another raptor, Echo, bursts into the hall. Tag to Owen, activate his Camouflage ability, and sneak past Echo to the roped-off exhibit. Uncloak and smash the exhibit; then assemble the pieces into a catapult. Turn the red wheel crank to load and fire the catapult, distracting the raptor.

Tag to Zach and use his wrench to fix the smoking control panel to the left. This activates a big hologram that attracts the attention of the full raptor crew! It also triggers the mission-ending cutscene: Owen, Claire, Zach, and Gray all rush outside. Unfortunately, so do the raptors. But as the Indominus Rex shows up to the party, the situation takes a surprising turn.

Boardwalk Showdown

You have new allies for the final showdown with the Indominus Rex. But you'll have to do some prep work before you're ready for a frontal assault on the powerful hybrid monster.

Icon	Story Characters	Abilities
	Gray Mitchell	Bone-Build, Small Access, Photography
	Zach Mitchell	Repair, Illumination (Torch)
	Owen Grady	Climb, Rope/Vine Cutter, Droppings Rummage, Dino Heal, Camouflage
	Claire Dearing	Jurassic World Access, Scanner, Agile
	Raptor 1	Pounce, Scent Tracking
	Raptor 2	Pounce, Scent Tracking

Build a Big Gun

You have a raptor in your party now. Isn't that nice? Go to the right and smash the bench next to the unfinished dino switch on the wall. Use the pieces to complete the switch; then tag to your raptor and pull the dino switch to open the door. Tag to Zach, enter the dark room, and turn on the lights using the switch. Tag to Gray and crawl into the small-access hatch in the room.

Upstairs, go left and jump to the pole top. Hop across to the photo spot atop the big, glowing amber block. Use Gray's photo ability to snap a shot of the Indominus Rex. The flash annoys it, and its angry roar shatters the amber underneath Gray. Jump down and assemble the shattered pieces into some kind of unfinished mechanism. It needs more pieces.

Tag to the raptor and sniff the misty yellow scent-spot just behind the device. Follow the scent trail until you find the blue/white pieces of a boost pad. Assemble them, tag to an adult, and use the pad to get in boost position. Tag to Gray and get boosted onto the other glowing amber block. Take another photo of the Indominus who shatters the block for you. Now use the broken pieces to finish building the mechanism…which turns out to be some sort of cannon. What does it fire? Let's find out.

Win the First Round

While you've been running around building cannons, your other raptors have kept the Indominus Rex at bay. But they need your help now. Tag to any human character and hop into the cannon's gunner chair.

MINIKIT: Shoot the Flyers

Target the three Dimorphodons sitting on high perches (all circled in our shot). Nail all three to earn a Minikit.

Here's how the fight works. First step: When the Indominus roars directly at the cannon, a red target marker appears in its mouth. Use the left stick to move your aiming reticle over that red marker and then press Attack to fire. The cannon shoots a stuffed dinosaur into the monster's mouth. (That's right: a stuffed dinosaur.) The fluffy toy causes the Indominus to start gagging.

Second step: Quickly tag to one of the two raptors and use your Attack button to assault the big white dinosaur until you stun it. The Rex turns its head sideways and another red target appears; this one on the side of its face. Stars spin around its head too.

Third step: Now either raptor can use its Pounce attack on that face target! Just hold down the Use button to bring up the aiming reticle, move it over the Rex's face, and press Attack to unleash the pounce.

Heart Health

Remember that you can gauge the health of your Indominus Rex foe by how many hearts are lit up in its onscreen health bar.

The Indominus takes damage but recovers and spits out the stuffed animal after a few seconds. It then launches some nasty-looking stomp attacks that send shock waves across the ground. But your cannon is out of its range, so just weather the response and wait for the creature to open its mouth (and the red target) again. Repeat the previous sequence. If you get in the attacks described above, this round ends after only a few turns.

When the round ends, watch the cutscene: Claire has ordered the opening of Paddock 9. She helps guide the occupant by tossing a flare in the desired direction. Guess who wants to join the scrum?

Win the Second Round

You've weakened the big beast, but it still has plenty of fight left. Your raptors need more help, but you have time to find a pair of easy-to-get Minikits stashed nearby. (See our next Minikit sections.) Then tag to the raptor in your party and use the scent spot at the recycling bin on the street's left side.

Follow the scent trail until the raptor unearths some build-it pieces in front of the dumpster. Use them to assemble a raptor rail beneath the digital Mosasaurus display above. Use the raptor's Pounce to reach the rail and rip down the display. Then assemble the pieces into a ladder.

MINIKIT: Droppings Rummage

Send Owen Grady to rummage in the big steamy droppings pile on the right side of the street, just left of the gate. Owen tosses out an intact Minikit for collection!

MINIKIT: Vending Machine

Send Zach Mitchell to repair the smoking blue vending machine on the right side of the street, just right of the gate. When fixed, it spits out pieces of a Minikit. Assemble them and grab it.

Help Your Dinos

Tag to Owen and climb the ladder. Explore the small droppings pile in the balcony's back-right corner to find a red crank switch.

Attach it to the lift platform and wait until Claire uses the glowing jump circle to hop aboard. Then crank the platform up to full height. Tag to Claire and leap to grab the cable and zipline across the street. Use the park access panel and enter the three-button code to lower the canopy below.

Tag to Owen, climb up the canopy, and then scale the climbing wall handholds to the rope winch. Slice the rope with Owen's knife to release the chopsticks sign. As it swings and falls, it weakens the Indominus Rex with a heavy jolt of electricity.

Tag to the T. rex and follow the onscreen button prompts to step up its attack on the Indominus. Next, tag to a raptor and pull the dino switch by the open fire hydrant to raise the nearby door. Send the other raptor to use the raptor bar on that door. On the roof, move into the action icon and use it to make a leaping attack.

Win the Head-Butt Battle

The game ends with two of the most fearsome land creatures in the history of the Earth slamming headfirst into each other in a classic battle for dominance. Tap your controller buttons according to the onscreen prompts to drive the Indominus Rex backward until you trigger the final cinematic sequence.

Congratulations! You just beat 20 difficult levels of LEGO Jurassic Park. Now you can go back through the missions in Free Play Mode with the Story's full cast of characters available. With a complete set of the game's special abilities at your disposal, you can collect all of the Minikits and Amber Bricks in every Story level.

After that, take a crack at the Hub areas, where collectibles abound!

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Free Play Walkthrough: Movie 1

Free Play Mode

Once you've completed the LEGO Jurassic World story, you're more than ready to take a crack at the Free Play version of each level. In Free Play Mode, you play through the missions again, but with instant access to every single character you've unlocked in the game. This makes it possible to collect all of the Minikits plus the Amber Brick in each level.

Each level has 10 Minikits and one Amber Brick. You also earn a Gold Brick whenever you collect all Minikits in a level, so Free Play adds to your Gold Brick tally as well.

Play the Story First!

We strongly recommend playing through all 20 levels of the game's Story Mode before trying Free Play Mode. Every skill needed to snag all the Minikits will be right at your fingertips!

Note that this chapter assumes you're familiar with navigating each level from your Story Mode playthrough. If you get stuck between Minikit sections here, just go to our Story walkthrough for detailed, step-by-step instructions on how to get through the level.

Non-Story Level Collectibles Only!

Some Minikits and Amber Bricks can be collected during your first playthrough of the story. Those are covered in our Story Walkthrough. This chapter covers the Minikits and Amber Bricks that you couldn't reach in Story Mode.

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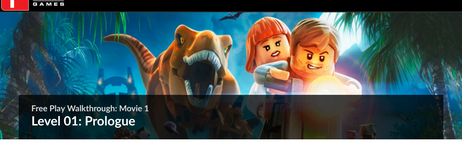


Free Play Walkthrough: Movie 1

Level 01: Prologue

Raptor Transfer

MINIKIT: Crowbar & Droppings Rummage

After you get up the ladder to the raptor cage, use Nick Van Owen's crowbar to open the gated enclosure on the left. Tag to any character who can droppings rummage such as Ellie Sattler, and find the Minikit in the droppings pile.

The Dig Site

AMBER BRICK: Dark Cave

Once you get to the dig site's middle terrace next to the characters trying to fix the thumper, tag to a character with Illumination ability (like Ian Malcolm with his flare). Enter the dark cave to grab the Amber Brick. This unlocks the Gallimimus!

MINIKIT: Bolt Cutters & Road Sweeper

This one requires two steps. On the dig site's upper terrace, use Nick Van Owen's bolt cutters to slice the chain lock on the crate next to the paleontologist's trailer. Assemble the build-it pieces into a Road Sweeper.

Hop aboard the vehicle and drive it over the three sand piles on the upper terrace, each one marked by three LEGO bricks. When you drive over the third sand pile, you automatically get the Minikit.

MINIKIT: Small-Access Tent & Bellows Build-It

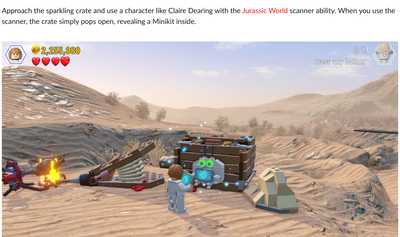
Send a character with Small-Access ability (like Timmy Murphy) to enter the blue tent on the dig site's upper terrace. You emerge on the high terrace, past the helicopter that blocks other forms of access to this area!

On the high terrace, you see a guy trying to roast a whole chicken on a tiny fire. He needs help. Smash the two tan crates behind and assemble the build-it pieces into a big bellows. Hop onto the bellows to squeeze it and give the cooking fire a nice boost. Your Minikit appears! Before leaving this terrace, check the next Minikit section.

MINIKIT: Small-Access Tent & Scanner

As in the previous section, send a character with Small-Access ability (like Timmy Murphy) to enter the blue tent on the dig site's upper terrace. You emerge on the high terrace, past the helicopter that blocks access otherwise.

Approach the sparkling crate and use a character like Claire Dearing with the Jurassic World scanner ability. When you use the scanner, the crate simply pops open, revealing a Minikit inside.



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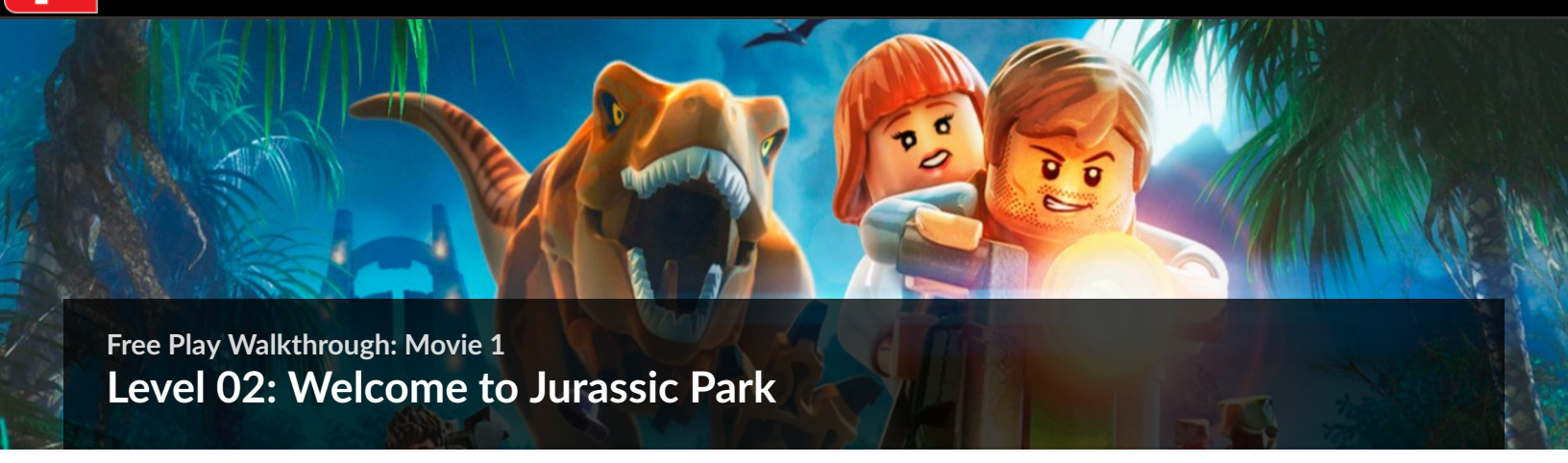

Free Play Walkthrough: Movie 1

Level 02: Welcome to Jurassic Park

Raptor Enclosure

MINIKIT: Small Droppings Pile

Send a character like Ellie Sattler with the Droppings Rummage ability to search the small droppings pile at far right on the upper level. You pull out build-it pieces that assemble into a Minikit.

MINIKIT: Agility Hop

Use any female character's Agility ability to hop over the pink/blue agility bar atop the fence in the back-left corner of the upper level. The Minikit sits out in the open on the other side.

MINIKIT: Compy Tube in Container

Down on the lower level to the left, send a Compsognathus into either one of the green Compy Tube hatches on the container. Push both buttons inside (turning them from red to green). The Minikit spawns outside of the crate; collect it to add it to your total.

MINIKIT: InGen Panel Door

Tag to a character with InGen Panel access, such as Robert Muldoon. Walk to the Ingen Panel from level 1 on the side of the enclosure. Use the panel with the three button prompts. The enclosure opens and releases a Minikit.

Triceratops Recovery

MINIKIT: Dark Cave Kit

After you grow the three-flowered plant and jump to the terrace above the sick Triceratops, send a character with the Illumination ability (like Ian Malcolm with his flare) into the dark cave to grab the Minikit inside.

MINIKIT: Dig Spot

After you get across the river, use a digger character like Alan Grant to smash foliage and dig up the small loose dirt pile. You unearth build-it pieces that can be assembled into a Minikit.

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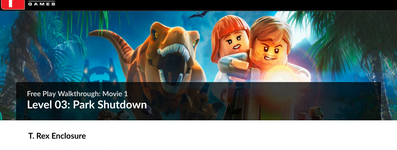


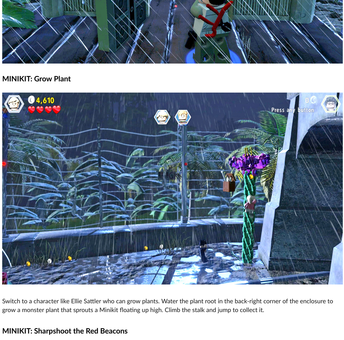
Free Play Walkthrough: Movie 1

Level 03: Park Shutdown

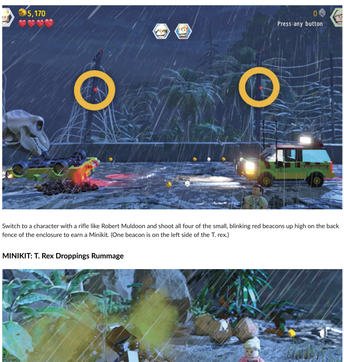
T. Rex Enclosure

MINIKIT: Pry Open the Restroom

At the start, head right and switch to a character with a crowbar like Nick Van Owen. Use the crowbar to pry open the restroom door. The lawyer hiding inside, Don Gennaro, gladly tosses you a Minikit.

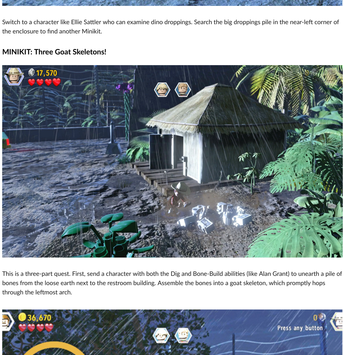


MINIKIT: Grow Plant



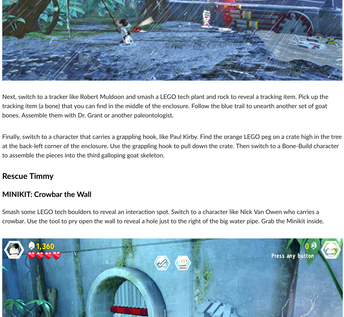
Switch to a character like Ellie Sattler who can grow plants. Water the plant root in the back-right corner of the enclosure to grow a monster plant that sprouts a Minikit floating up high. Climb the stalk and jump to collect it.

MINIKIT: Sharpshoot the Red Beacons



Switch to a character with a rifle like Robert Muldoon and shoot all four of the small, blinking red beacons up high on the back fence of the enclosure to earn a Minikit. (One beacon is on the left side of the T. rex.)

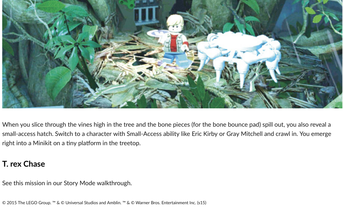
MINIKIT: T. Rex Droppings Rummage



Switch to a character like Ellie Sattler who can examine dino droppings. Search the big droppings pile in the near-left corner of the enclosure to find another Minikit.

MINIKIT: Three Goat Skeletons!

This is a three-part quest. First, send a character with both the Dig and Bone-Build abilities (like Alan Grant) to unearth a pile of bones from the loose earth next to the restroom building. Assemble the bones into a goat skeleton, which promptly hops through the leftmost arch.



Next, switch to a tracker like Robert Muldoon and smash a LEGO tech plant and rock to reveal a tracking item. Pick up the tracking item (a bone) that you can find in the middle of the enclosure. Follow the blue trail to unearth another set of goat bones. Assemble them with Dr. Grant or another paleontologist.

Finally, switch to a character that carries a grappling hook, like Paul Kirby. Find the orange LEGO peg on a crate high in the tree at the back-left corner of the enclosure. Use the grappling hook to pull down the crate. Then switch to a Bone-Build character to assemble the pieces into the third galloping goat skeleton.

Rescue Timmy

MINIKIT: Crowbar the Wall

Smash some LEGO tech boulders to reveal an interaction spot. Switch to a character like Nick Van Owen who carries a crowbar. Use the tool to pry open the wall to reveal a hole just to the right of the big water pipe. Grab the Minikit inside.

MINIKIT: Dark Tree Hollow

Send a character with a light source (like Ian Malcolm) into the hollow of the big tree to find a Minikit.

MINIKIT: Small-Access Up Tree

When you slice through the vines high in the tree and the bone pieces (for the bone bounce pad) spill out, you also reveal a small-access hatch. Switch to a character with Small-Access ability like Eric Kirby or Gray Mitchell and crawl in. You emerge right into a Minikit on a tiny platform in the treetop.

T. rex Chase

See this mission in our Story Mode walkthrough.

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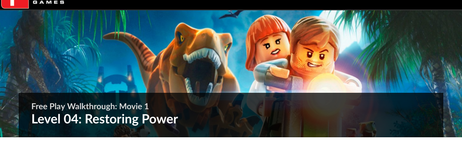


Free Play Walkthrough: Movie 1

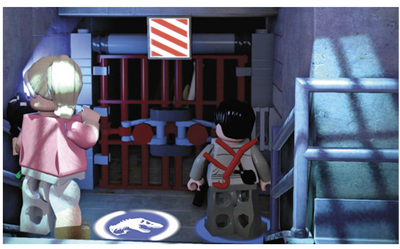
Level 04: Restoring Power

Gallimimus Chase

See this mission in our Story Mode walkthrough.

Maintenance Shed

MINIKIT: Crowbar the Gate



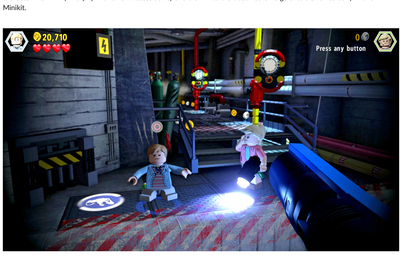
After you descend the initial staircase, go left and take the first turn down the steps to find a Minikit behind a red gate. Switch to Nick Van Owen and use his crowbar to pry open the gate and grab the kit.

MINIKIT: Electric Charge

Upon reaching the gap that you bridge by shooting down the ceiling pipe, smash the pallet leaning on the back wall to find the charge point. Switch to a character like Jophery Brown with the Electric Charge ability and use his stun rod on the charger to reveal the Minikit.

MINIKIT: Small-Access Duct

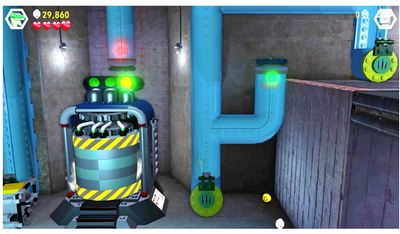
Right after crossing the gap using the fallen pipe, turn left and smash the LEGO objects to find the low duct. Switch to a character like Timmy Murphy with Small-Access ability and crawl into the duct. You emerge onto a small balcony with a Minikit.



TWO MINIKITS: Special Free Play Area!

This detour leads to two Minikits in a newly accessible area, unseen in your Story playthrough. After you descend the second long staircase (as directed by John Hammond), head left all the way to a small droppings pile. After Ellie rummages out some pieces, smash the pallet behind the pile and assemble them into a low vent. Switch to a small-access character and crawl in to reach a completely new area.

Your goal in here is to turn on three green lights atop the containment chamber below. Switch to a Compsognathus and follow the Compy Tubes around, turning the red lights to green. (Smash a cart to access the tube left of the chamber.) When you reach the third light switch in the tube directly above the chamber, it opens to reveal the Minikit inside.



But that's not all! Go back up the tube, turn right at the T-intersection, and exit to the right onto a high platform. Smash the two brown crates there and assemble the pieces into another Minikit! Switch to another character to assemble them—the Compy can't do it. Then drop down to the floor and grab the Minikit from the chamber.

The Raptor Pack

MINIKIT: Scent Trail & Dig

Just before reaching the huge droppings pile from which you rummage footbridge pieces, smash the LEGO on the right side of the trail to find a yellow scent mist. Switch to your raptor character and activate his scent tracking; then follow the scent trail until you unearth a loose dirt pile. Switch to a digger character like Alan Grant and dig up the build-it pieces. Assemble them into a Minikit.

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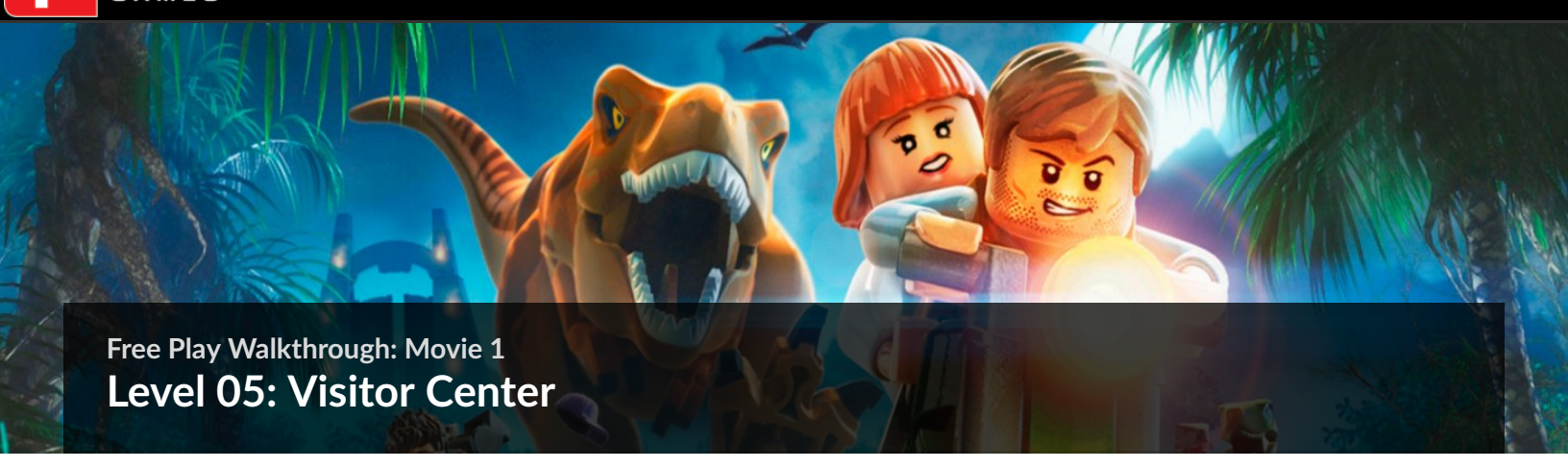


Free Play Walkthrough: Movie 1

Level 05: Visitor Center

Kitchen Escape

MINIKIT: InGen Access to Freeplay Area!

Near the end of this mission, the Murphy kids are by the freezer. Switch to any character with InGen Access ability (Gerry Harding or John Hammond, for example) and use the access panel on the right wall. This automatically adds a Minikit to your collection and opens the door to a new area unavailable in Story Mode: the Visitor Center Gift Shop! (See the next two Minikit sections.)

MINIKIT: Gift Shop Mini-Builds

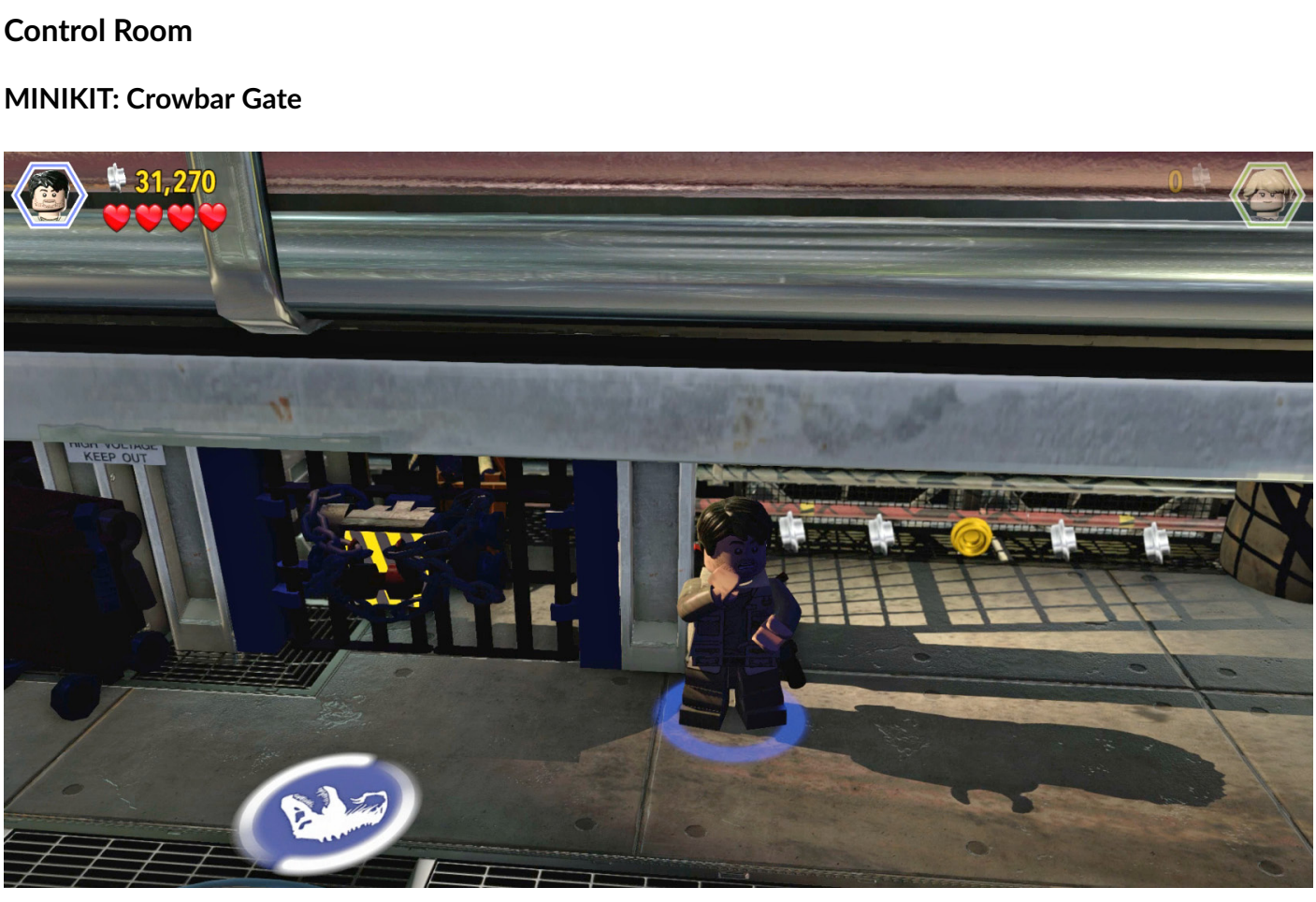
Assemble all three piles of build-it pieces to complete the scale model. You automatically add a Minikit.

MINIKIT: Gift Shop Grab

Simply step into the dino icon and use the claw machine. The claw automatically grabs a handful of build-it pieces and drops them through the slot onto the floor. Assemble them to get your Minikit!

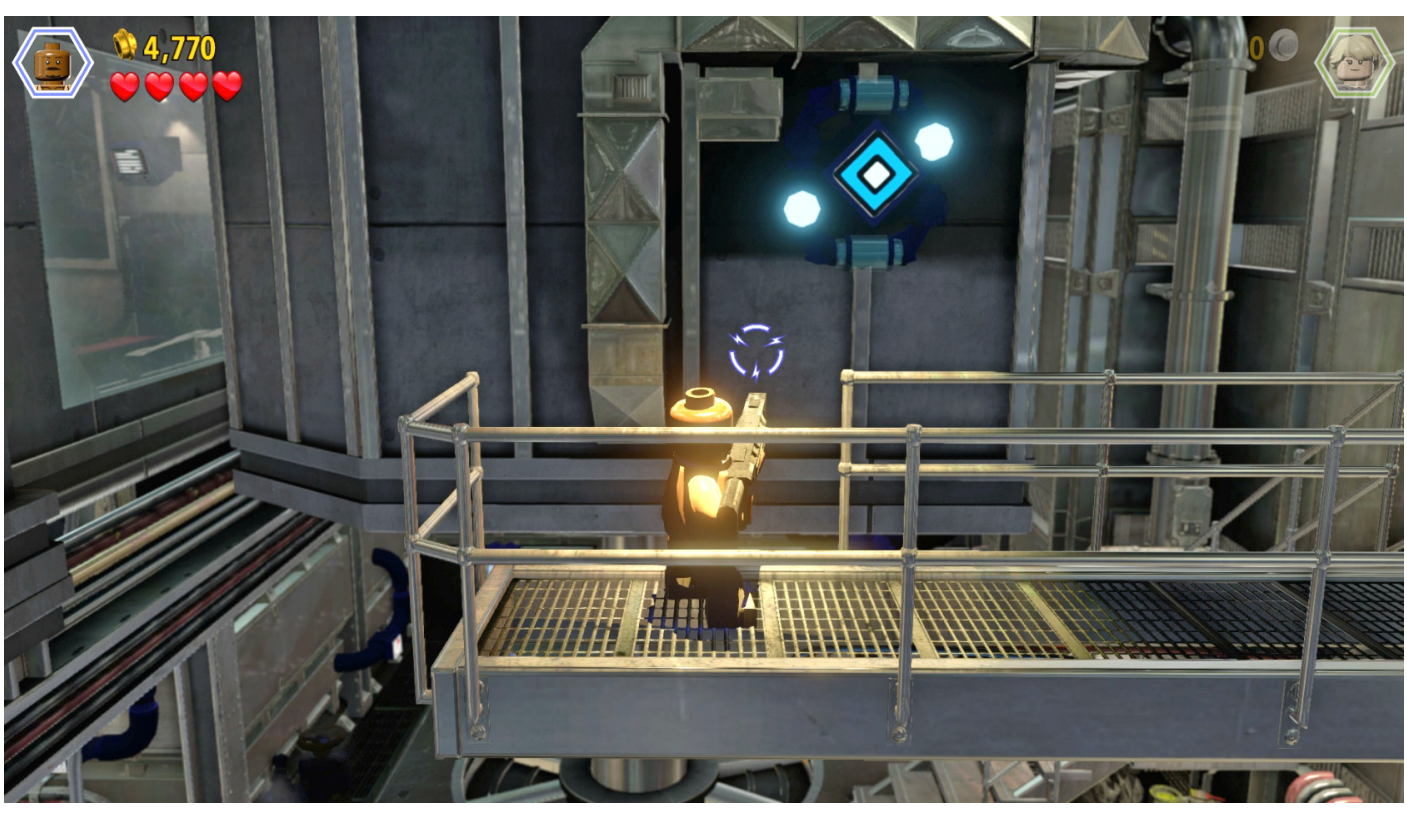
Control Room

MINIKIT: Crowbar Gate



After Timmy Murphy uses the small-access duct to get downstairs from the Control Room, switch to a crowbar character like Nick Van Owen. Use his crowbar to pry open the metal bars of the gate just to the right of the fuse box. A Minikit sits inside.

MINIKIT: Electric Target



From the fuse box under the Control Room, head down the walkway all the way to the right. Climb the staircase to find an electric target. Switch to Barry and use his electric rifle to shoot the target. The theater viewing room swivels, revealing an open room. Step into the room and grab the Minikit!

Main Hall

MINIKIT: Bolt Cutter & High Jump

When you reach the room behind the raptor trapped in the wall bars, use a female character to jump over the pink/blue agility bar into the next room. Smash stuff to reveal the chain-locked gate. Switch to a character with bolt cutters (like Nick Van Owen) and slice through the chains. Only the top half of the bars drop away, however, so you need an Agile character to high-jump over the bars. Then head to the left where a Minikit is stashed out of sight.

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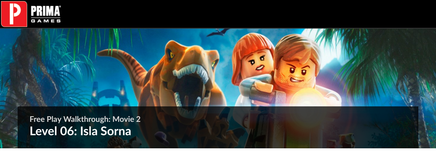


Free Play Walkthrough: Movie 2

Level 06: Isla Sorna

Eddie's Workshop

MINIKIT: Bone Build-Its

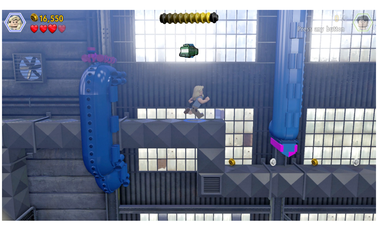
Smash three recycling bins into bone build-it pieces; then use a Bone-Build expert like Alan Grant to assemble the piles into skeleton chickens. One bin is just left of the paint-mixing machine; a second is next to the steps leading down from the big engine on the conveyor belt; and a third is to the left of the mobile lab.

MINIKIT: Electric Target & Agility

Here's a two-part task. After riding the "high hide" to the upper level, switch to Barry and use his electric rifle to shoot the electric target.

This shuts off a vent blasting steam from one of the two vertical ducts to the right. It also puts a glowing jump point on the floor.

Switch to an agile female character and use the jump point to hop up the three Wall Kicks to the top of the duct. Run along the duct using the pink/blue agility bars to go over and under obstacles until you reach the two steam vents. Jump past each one when it momentarily turns off. (The second one is a little tricky!) The Minikit sits at the end of the duct.



MINIKIT: Electric Target & Goon Fight

An electric target is perched atop a cage-like structure underneath the staircase leading down to the final area where workers are completing the Mobile Lab. Use Barry's electric rifle to shoot the electric target. This triggers the arrival of a succession of some hostile (but smiling) guys in lizard suits, one by one, emerging from another cage across the workshop. When you knock out ten goons, a Minikit appears in their cage for the taking.

Finding Sarah

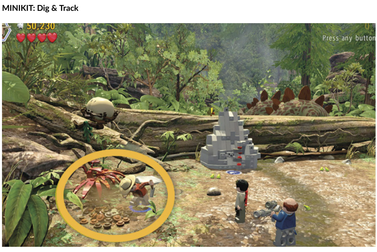
MINIKIT: Cracked LEGO Under Bendy Log

Before you jump two characters up to the twin vines and pull down the big bendy log, note the orange glow of cracked LEGO underneath it. Switch to a dinosaur that can break such objects, like a Triceratops or Pachycephalosaurus, and smash open the cave to nab the Minikit inside.

MINIKIT: Three Droppings Rummages

Use a character like Ellie Sattler who can droppings rummage in the three big piles of dino droppings in the mission. The first one is just across the river from the start. The second (circled in our shot) is on the second terrace, just under the nest and the bull's-eye target. The third droppings pile is on the top terrace, close to the camera and tucked behind the big log in front. When you rummage all three you get a Minikit.

MINIKIT: Dig & Track



On the top terrace where you see the Stegosaurus herd, find the loose dirt pile at far left. Switch to Alan Grant and dig up the tracking object; then use Eddie Carr to pick it up and follow the trail until he unearths some build-it pieces. Assemble them into a Minikit.

Stegosaurus Herd

MINIKIT: Duck Shooting Range

Use a bone-builder like Alan Grant to assemble the bone pile in the Stegosaurus pit; then crank the red switch. Four duck targets start cycling along the log. Switch to a character with a rifle and shoot them while dodging tail attacks to win a Minikit. (This one is tough!)

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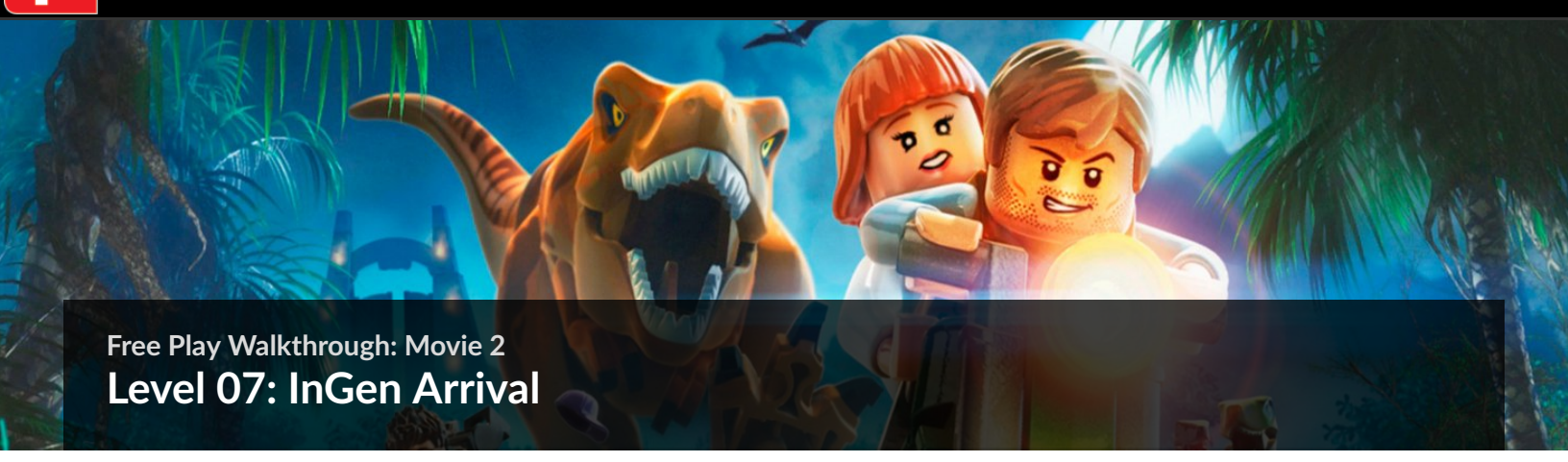

Free Play Walkthrough: Movie 2

Level 07: InGen Arrival

Camp Sabotage

MINIKIT: Charge the Floodlights

Charge the three batteries of floodlights in the area with a stun rod character like Jophery. The first one is just left of the Pachycephalosaurus's cage; the second is up in the camp, next to the crate you bolt-cut open for the banana; and the third is in the back-left corner of the upper camp, behind the Triceratops cage.

MINIKIT: Scanner Access

The sparkling blue cage in the far-right corner of the middle camp area has a sensor array on it. Send a scanner character like Claire Dearing to scan the shack and reveal a glowing orange LEGO crack. Switch to a dinosaur with a strong charge like Triceratops and smash the crack. Then enter and grab the Minikit.

MINIKIT: Black LEGO Spit Targets

Look for three black LEGO objects with green sparkles. The spit of a Dilophosaurus is the only way to break apart these objects. One is in the middle camp near the stairs you build. Another is in the upper camp to the right of the big Stegosaurus cage. The third one is over behind the Triceratops cage. When your Dilophosaurus has shattered all three, you automatically collect the Minikit.

MINIKIT: Small-Access to Ludlow's Tent

Smash everything on the far side of the rightmost generator in the upper camp to reveal a small crawl access entrance. Send a small character like Timmy Murphy or Eric Kirby into the duct to emerge in Ludlow's tent. Sneak over to the Minikit while Ludlow blathers on to the press.

MINIKIT: Scare Off the Compys

Switch to Eric Kirby in the upper camp and find the Compy swarm in the back-left corner. Toss a bottle of T. rex scent to scatter them from the plant root they're guarding. Switch to a plant-growing character like Ellie Sattler to water the root. When its flower blooms, hop up and collect the Minikit inside.

Mobile Lab

MINIKIT: In the Bush

Smash the plant in the near right corner to uncover a pile of loose dirt. Switch to Dr. Grant and dig up the dirt to find a Minikit.

MINIKIT: Scent Trail

Switch to a raptor and use the yellow scent mist to start following the scent trail. Keep going until the raptor digs up a plant root. Then switch to a plant grower like Ellie Sattler to water it and produce a Minikit.

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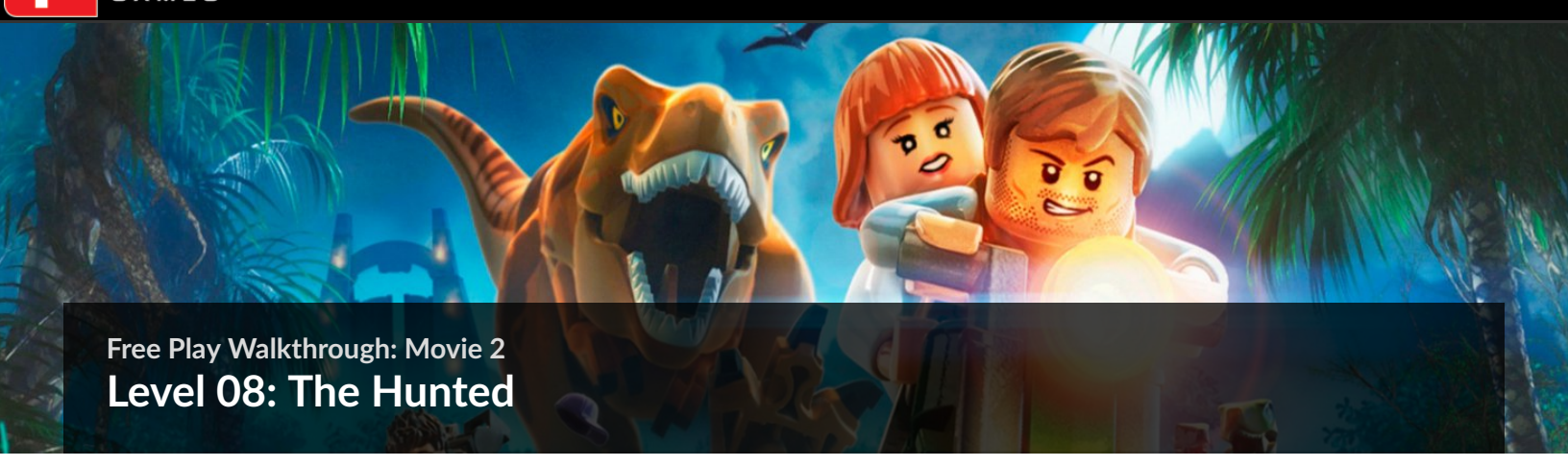

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Level 08: The Hunted

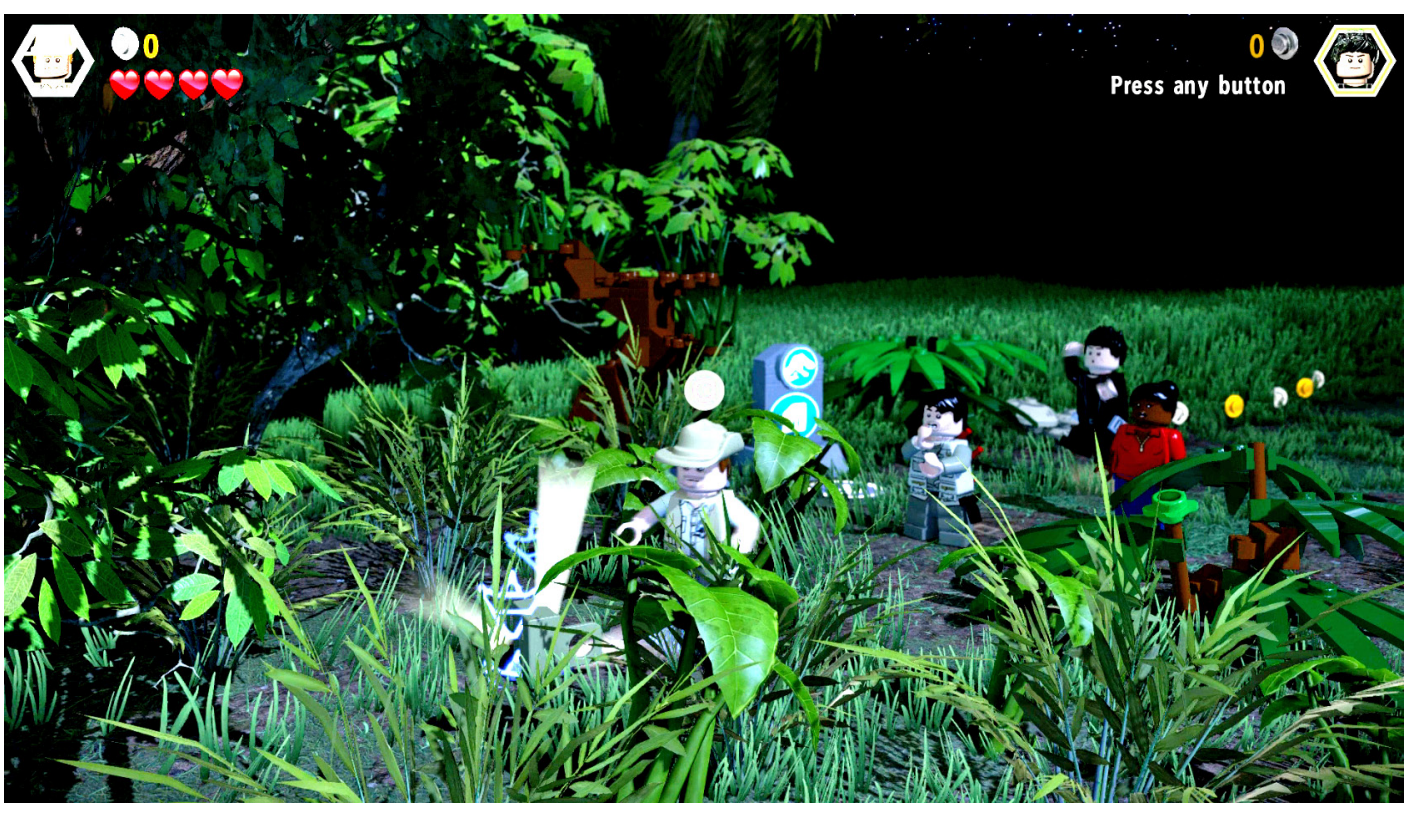
Attack on the Camp

See this mission in our Story Mode walkthrough.

The Long Grass

MINIKIT: Tracking the Backpack

Switch to a tracker like Robert Muldoon right away and pick up the backpack just to the left of the start. Follow the tracks until you unearth build-it parts. Assemble them into a Minikit!



MINIKIT: Dig Spot

Look for the loose dirt just past the weeds mowed down by the lawnmower you built. Switch to Alan Grant and dig up build-it bone pieces; then bone-build them into a grappling catapult. Turn its red crank handle to shoot it and then reel in the Minikit.

MINIKIT: Scatter the Compys

Find the small clearing on the near side where Compys swarm around some Minikit build-it pieces. Switch to Eric Kirby and toss a bottle of T. rex scent at the swarm. When the Compys run off, build and collect the Minikit.

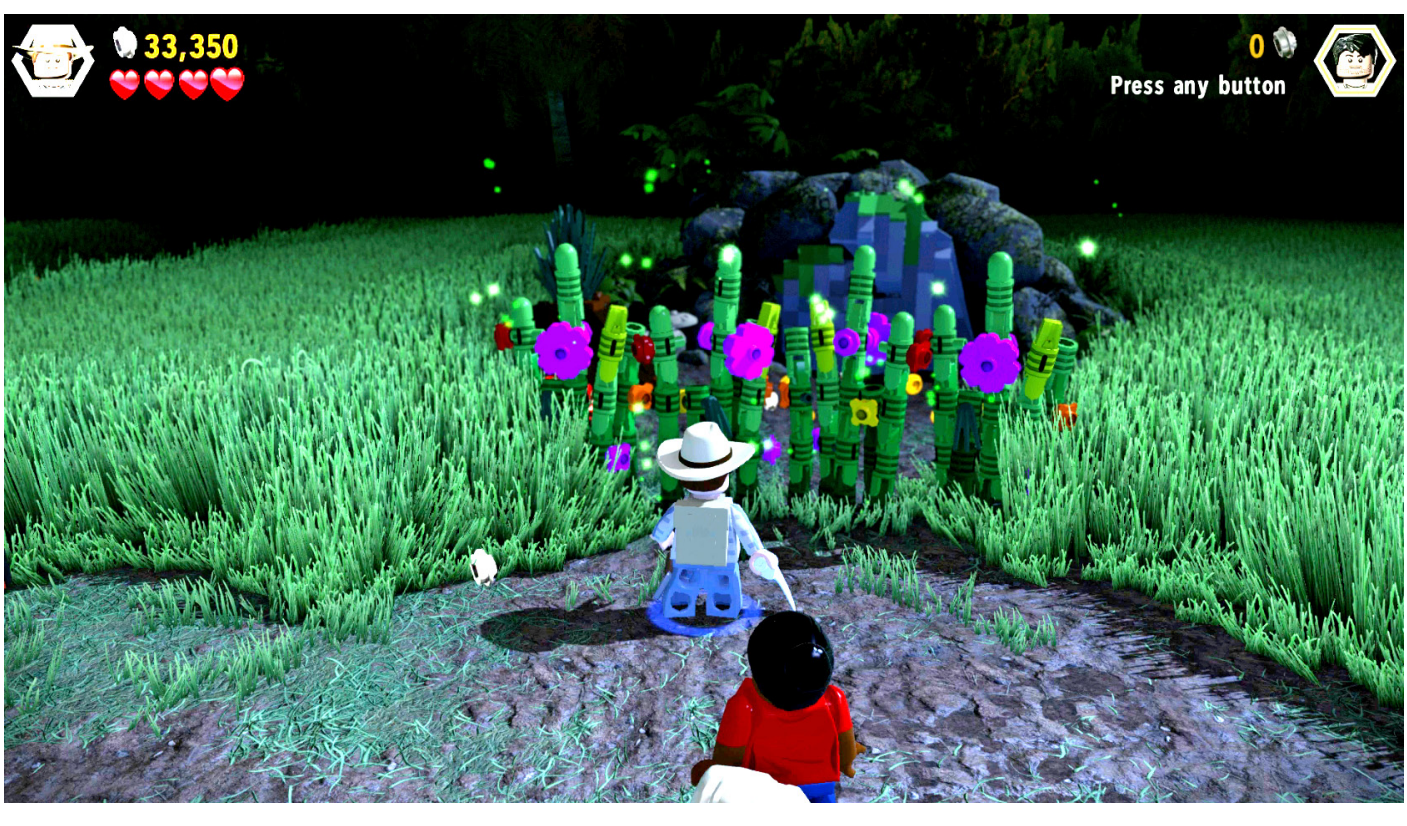
MINIKIT: Dilophosaurus Spit

A shimmering black LEGO mound sits to the left of the crate that Nick Van Owen opens with bolt cutters to release Compys. Switch to a Dilophosaurus and spit repeatedly at the mound, melting it down until you can grab the Minikit sealed inside.

MINIKIT: Mushroom Scent

In the clearing with the abandoned truck, smash the mushrooms to reveal a yellow scent mist. Use a raptor to track the scent down a narrow trail through the grass to a picnic spot. Smash up the carton of foodstuffs and assemble the build-it pieces into a Minikit.

MINIKIT: Dark Cave



Send a vine-cutter like Alan Grant or Owen Grady to slice through the wall of vines just in front of the abandoned truck. Switch to Nick Van Owen and use his crowbar to tear apart the boulders. Finally, switch to a character with the Illumination ability like Ian Malcolm to enter the dark cave and grab the Minikit inside.

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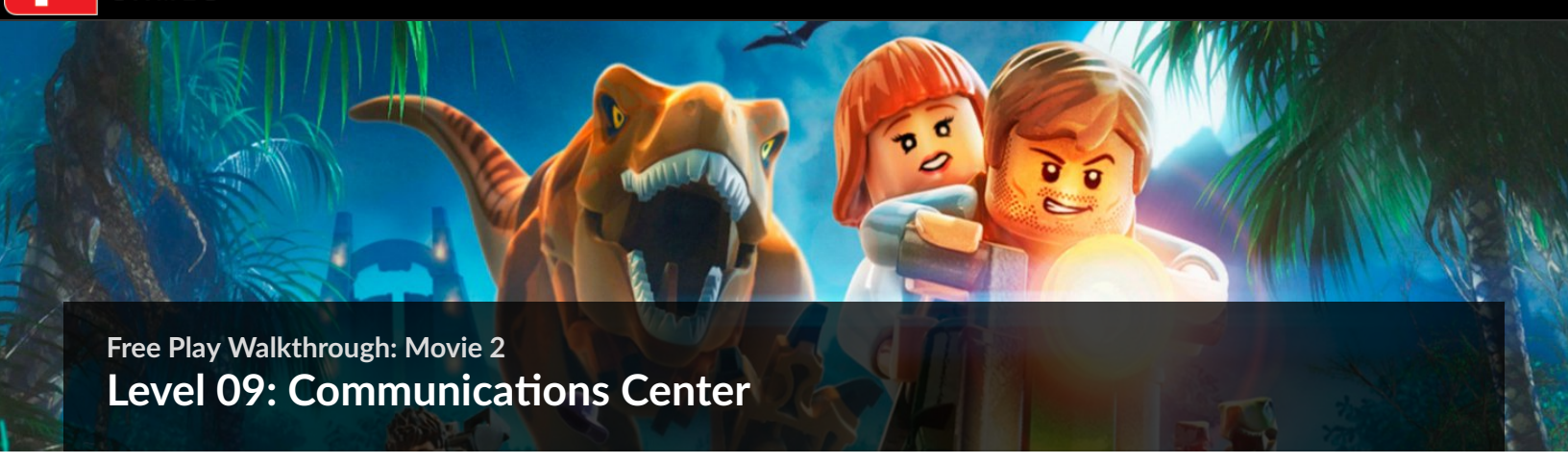

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Level 09: Communications Center

Compound

AMBER BRICK: Shoot the targets

Use the raptor scent tracker near the first gate. This leads to build-it pieces near the neon garage sign. Use the build-it pieces to create an electric target. Tag to Barry and shoot the target to reveal a second one. Shoot the second target to spawn the Amber Brick.

Radio Tower

MINIKIT: Dark Alcove

After you get across the footbridge on the second floor, smash the wall structure to reveal a dark area behind the Buddy Boost. Send a character like Ian Malcolm or Zach Mitchell in with a light source to find the Minikit.

MINIKIT: Shoot the Skeleton

After you swing across the twirl poles to the pink/blue agility wall, drop to the platform below. Switch to any character with a rifle and shoot the bull's-eye with the skeleton sitting on it to earn a Minikit.

MINIKIT: Small-Access Vent

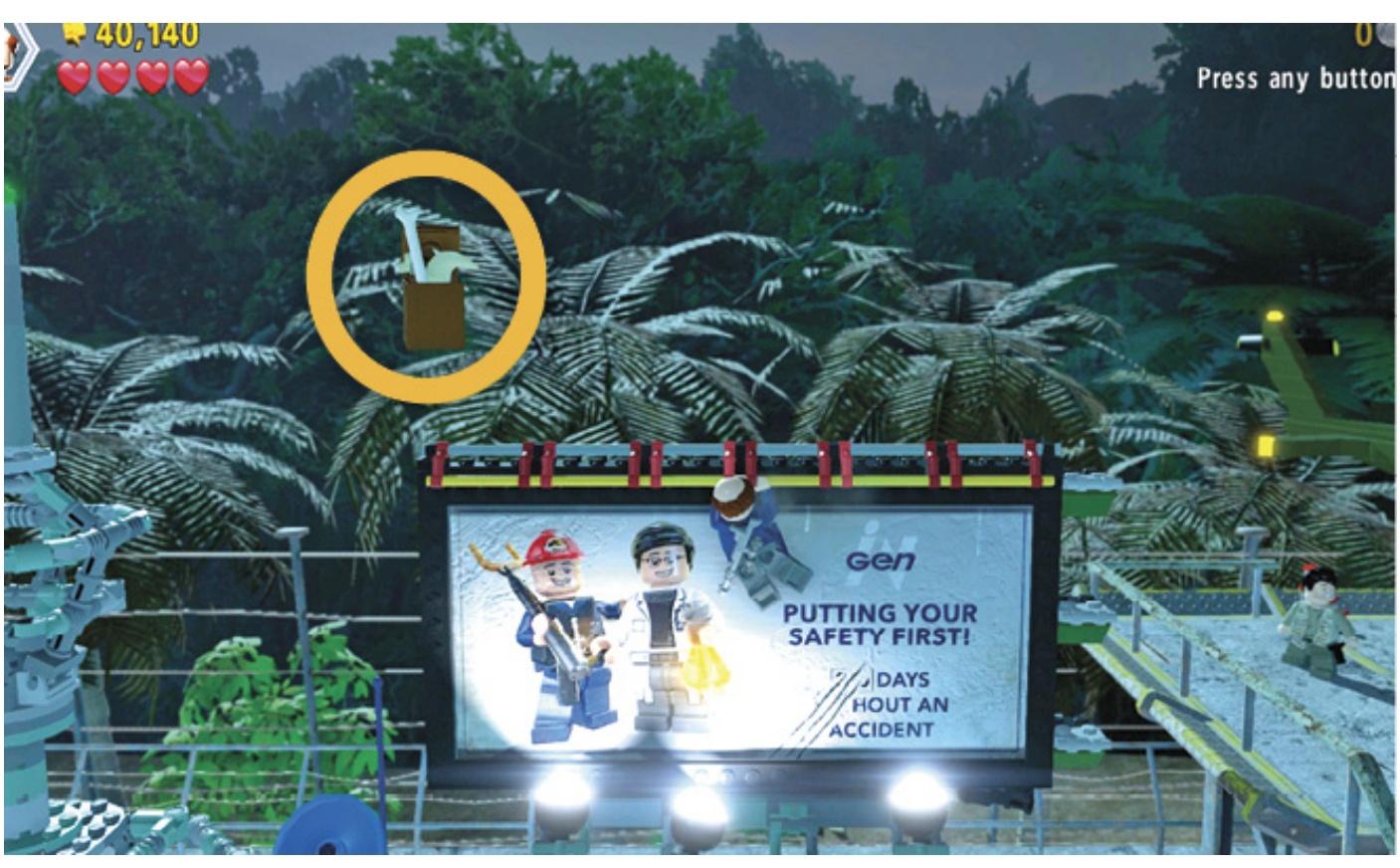
After Kelly Malcolm shatters the glass cabinet on the top walkway with her Scream ability, smash the LEGO in the left corner to reveal a low hatch. Send a small-access character like Gray Mitchell inside to emerge on a small balcony directly below with a Minikit (circled).

Rooftops

MINIKIT: Fix the Blue Dishes

Characters with the Repair ability like Eddie Carr can fix the three broken blue satellite dishes on the rooftops. One is in the back-right corner after your first zip-line trip. The second is on the balcony walkway after you hop across the light poles. The third is near where you land after the second zip-line trip, over on the far roof where Nick Van Owen waits.

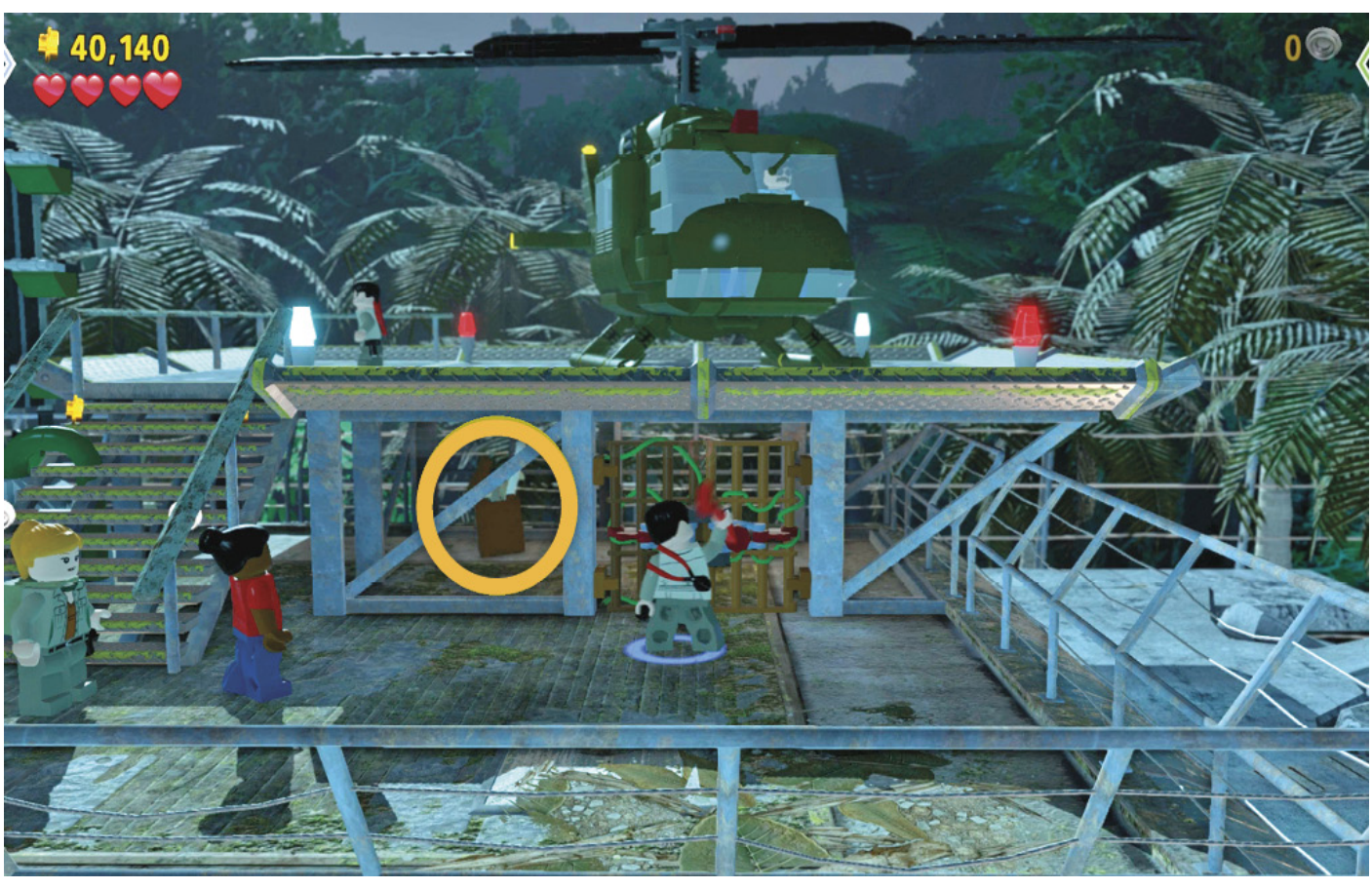
MINIKIT: Billboard Bull's-Eye



Switch to a character with a rifle and shoot the bull's-eye on the billboard sign on the rooftop with the helipad. Hop up the handhold blocks revealed and slide left on the hang bar until you're under the floating Minikit. Then jump up to snag it.

MINIKIT: Crowbar Storage

Switch to Nick Van Owen (even though he's also on the helipad) and use his crowbar to pull open the gate directly underneath the helipad. Enter the compartment to grab the Minikit inside.



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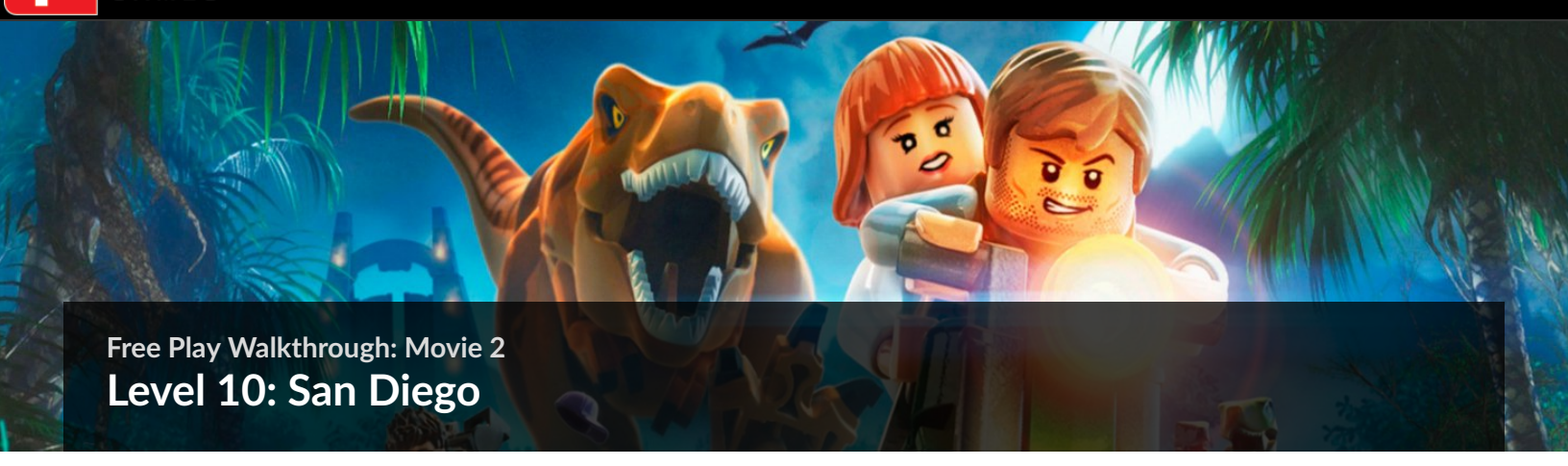


Free Play Walkthrough: Movie 2

Level 10: San Diego

The Docks

MINIKIT: Security Shack Glass

From the start, turn right and find the guard shack with the LEGO glass door. Switch to a character with the Scream ability (like Lex Murphy or Kelly Malcolm) to shatter the glass. Then enter and grab the Minikit inside.

MINIKIT: Cage Cutter

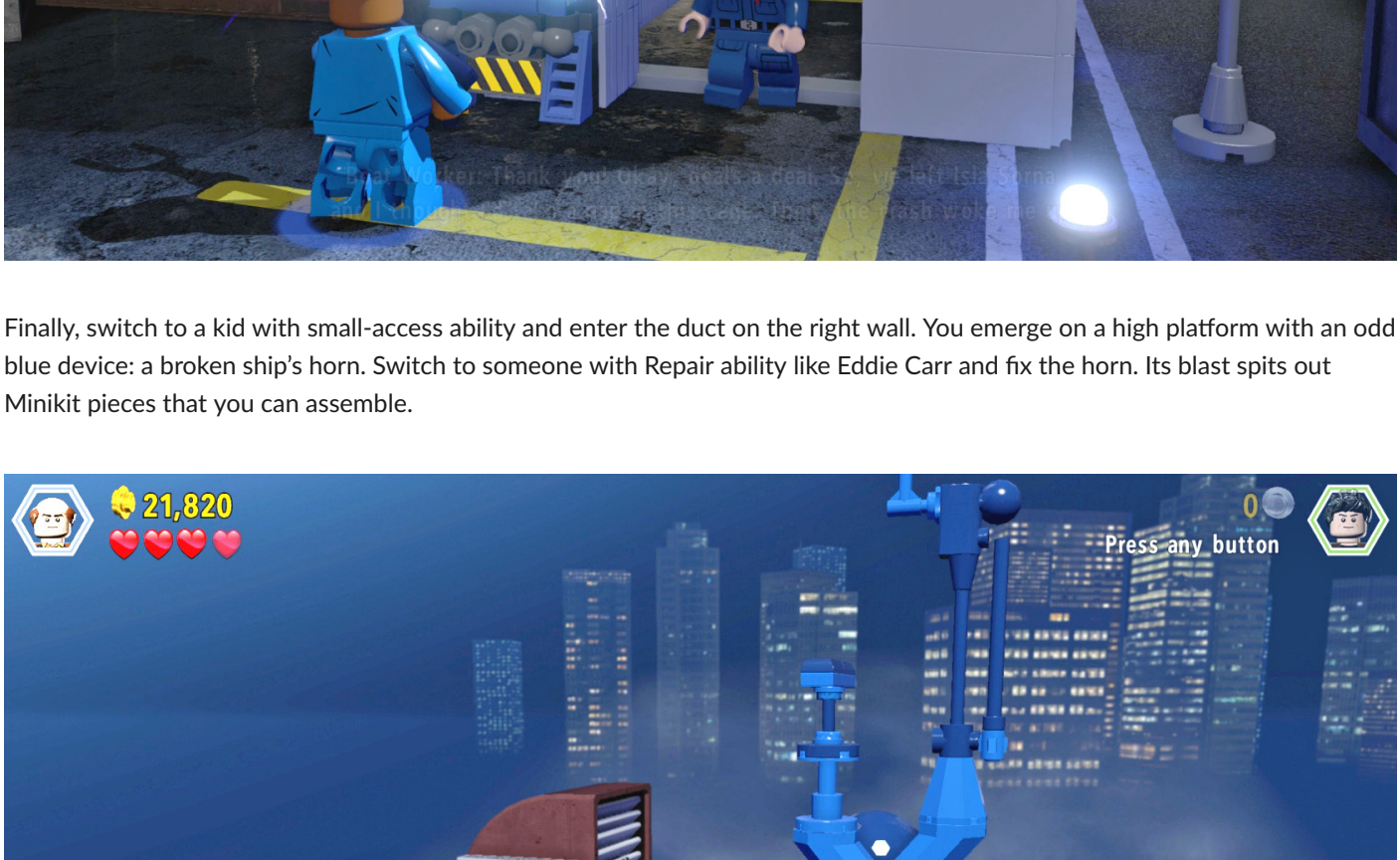
After using the crane and moving down the dock to the left, you find a locked cage. Switch to Nick Van Owen and use his crowbar to pry it open. Then grab the Minikit inside the cage.

THREE MINIKITS: InGen Access to Stern

The ship's stern section holds three Minikits in one area! Go to the InGen panel just past the door to the helm and switch to any character with InGen Access, like Gerry Harding or John Hammond. Enter the three-button code to open the stern access door.

Be ready! When you step through the door, a large pack of tough Troodons attacks. After you knock them out, switch to Barry and shoot the electric target with his electric rifle. After some crazy spinning, the cargo lift arm drops a Minikit.

Switch to somebody with a stun rod, like Jophery Brown. Use it on the charge slot to release the boat worker who eventually hands over another Minikit.



Finally, switch to a kid with small-access ability and enter the duct on the right wall. You emerge on a high platform with an odd blue device: a broken ship's horn. Switch to someone with Repair ability like Eddie Carr and fix the horn. Its blast spits out Minikit pieces that you can assemble.

San Diego Streets

All collectibles are available in Story Mode. See our Story Mode walkthrough for this mission.

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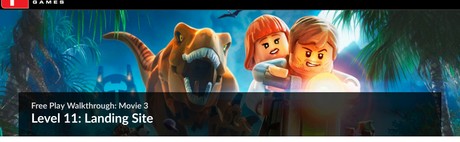


Free Play Walkthrough: Movie 3

Level 11: Landing Site

The Landing Strip

MINIKIT: Airplane Hatch

Switch to a female character and use her Agility to leap from the glowing jump point to the grab bar and pull open the hatch. The Minikit falls out into pieces, and you must build it to collect it.

MINIKIT: Black LEGO in Jeep

Parked next to the plane's left wing is a truck with a black LEGO crate in the back. Spit on it with your Dilophosaurus to break it apart; then switch to a human or raptor to assemble it into a Minikit.

MINIKIT: Shoot Gas Canisters

Use a character with a rifle to shoot three gas canisters marked with bull's-eyes to earn a Minikit. All three sit on the ground along the runway. The first one is directly behind the airplane. The second is on the corner of the storage shed to the right of the main control building. The third canister is at the far end of the runway.

MINIKIT: Small Access to Hacker Terminal

See that computer terminal through the control room window? Use a small-access character to enter the low duct on the front of the building. Inside, switch to a character with the Hacker ability (like Lex Murphy) and access the terminal. Move the onscreen pointer over the airplanes as they appear on the radar scan and press your Attack button to "guide" them in to the center circle. This calls in an aerial care package drop outside: a Minikit.

MINIKIT: Bone Scent Tracking

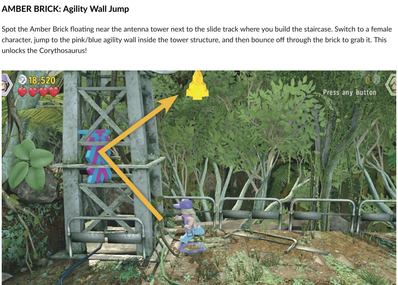
Smash the pot of bones out on the runway not far from the plane. It releases a scent mist that you can track with a velociraptor. Follow the trail until the dino unearths build-it pieces that assemble into a Minikit.

MINIKIT: Bolt Cut the Dark Crate

Switch to a bolt-cutter character like Nick Van Owen and slice through the chains locking the crate next to the blue lift platform. It's scary dark inside, so switch to someone with a light source; then snag the Minikit.

AMBER BRICK: Agility Wall Jump

Spot the Amber Brick floating near the antenna tower next to the slide track where you build the staircase. Switch to a female character, jump to the pink/blue agility wall inside the tower structure, and then bounce off through the brick to grab it. This unlocks the Corythosaurus!



Spinosaurus Escape

All collectibles for this mission are available in Story Mode.

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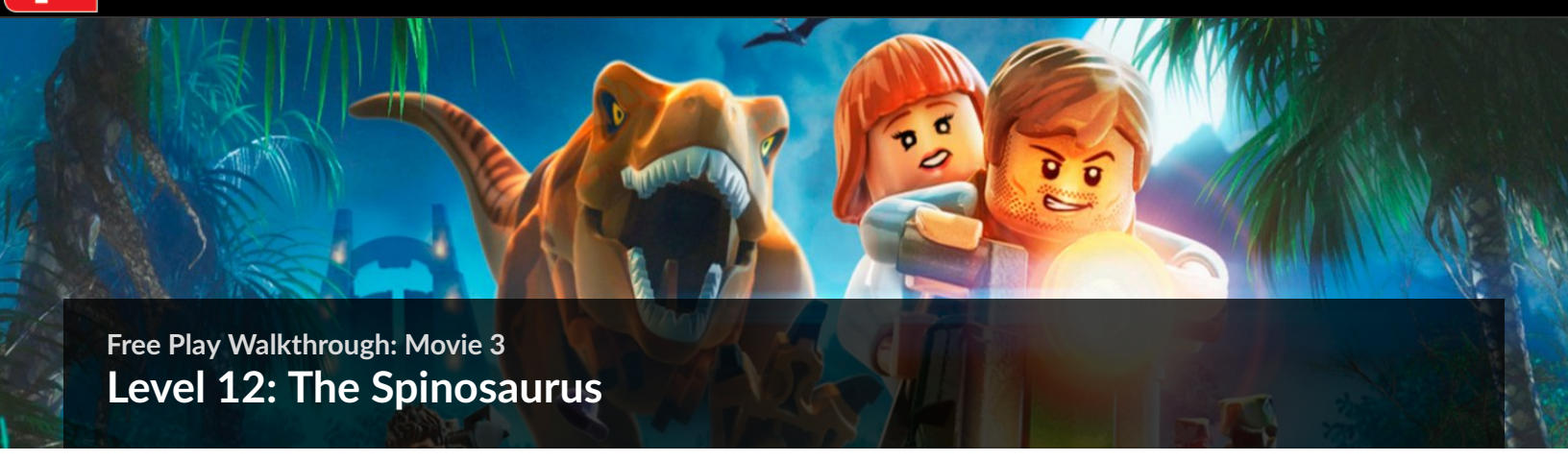

Free Play Walkthrough: Movie 3

Level 12: The Spinosaurus

Spinosaurus vs. T. rex

MINIKIT: Raptor Scent Track

Use a Velociraptor to pick up the scent at the start of the level, close to the camera. Follow the trail, dig up the Minikit, and collect it.

MINIKIT: Cracked Boulder

Find the big boulder with an orange glowing crack and smash it with a dinosaur charge to get the Minikit inside.

The Crash Site

MINIKIT: Engine Kit

One of the plane's engines hangs from vines up high in the tree. It has an electric target on it. Switch to Barry and shoot the target with his electric rifle to fire up the engine until it spits out a Minikit.

AMBER BRICK: Rummage & Pounce

Just across the river to the right sits a big helping of dino droppings. Switch to a character like Ellie Sattler or Sarah Harding that can rummage and pull out build-it pieces for a raptor rail. Assemble it up high in the tree; then switch to a raptor and pounce to it. The Amber Brick sits on the branch just behind the rail! This unlocks the Baryonyx.

MINIKIT: Small-Access Tree

Look for an entrance in the massive tree trunk at the right edge of the area. Send a small-access kid in to emerge on a high ledge with a Minikit.

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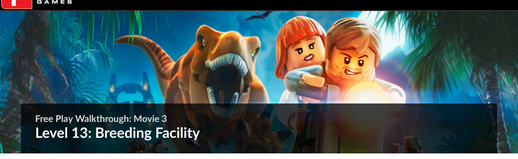


Free Play Walkthrough: Movie 3

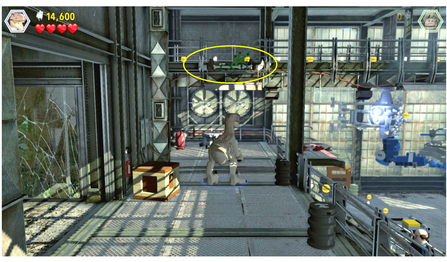
Level 13: Breeding Facility

Lab Interior

MINIKIT: Dino Charge the Cracked Car

Near the start, slam into the cracked LEGO car out front using one of your powerful dinosaurs.

MINIKIT: Raptor Pounce to Upper Walkway

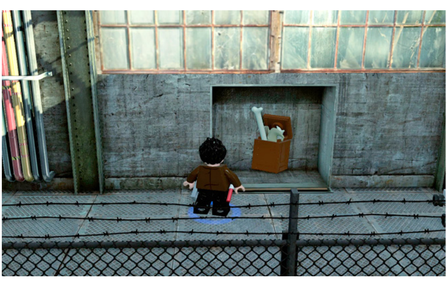


When you emerge onto the balcony overlooking the central atrium, head away from the camera and spot the raptor rail on the upper walkway above. Switch to a raptor and pounce up the rail.

MINIKIT: Electric Dark Room

Look for an electric target underneath the main staircase that descends into the lab's central atrium. Shoot it with Barry's electric rifle to open the door beneath it. The room is dark, so switch to a light-carrying character like Ian Malcolm to find the Minikit in the back.

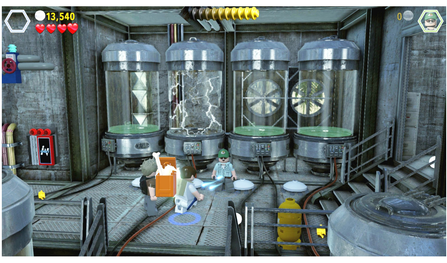
MINIKIT: Scholar Board



When you get to the whiteboard full of diagrams on the upper level, switch to Ian Malcolm and solve the puzzle, clicking on squares in the same sequence they light up. The board slides open to reveal a Minikit.

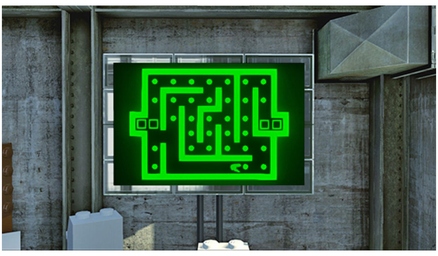
MINIKIT: InGen Access & Tank Transfer

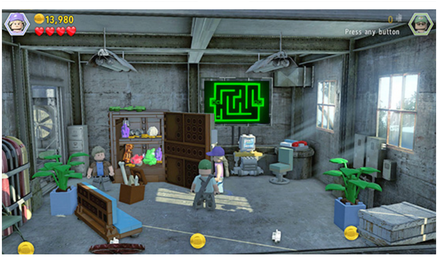
Switch to a character with InGen Access such as John Hammond or Gerry Harding and use the InGen panel near the specimen tanks. Four pads appear. Move across the pads until the fluid filled with build-it pieces flows into the single broken tank and spills out. Assemble the pieces into a Minikit!



MINIKIT: Hack Open the Safe

Enter the office on the upper level and switch to a character with hacking skills such as Lex Murphy. Use the computer to bring up a game screen. Simply move your chomping dinosaur until it eats every dot in the maze. This opens the safe and a Minikit falls out.





Corridor Chase

Both of the Minikits in this mission can be collected in Story Mode. Check our Story Mode walkthrough for details.

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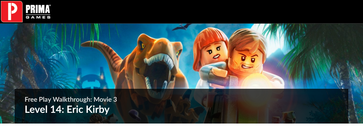


Level 14: Eric Kirby

Eric's Hideout

MINIKIT: Grapple the First Truck

After you get past the first raptor on the path, switch to any character with a grappling hook (like Paul Kirby) and pull off the door of the overgrown truck. Minikit pieces fall out. Assemble them to get your prize.

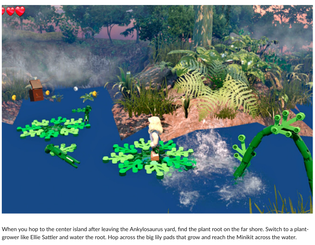
MINIKIT: Spit on the Second Truck

When you reach the second raptor, you can score a Minikit before you sneak past the dino. Switch to a dilophosaurus and spit on the black LEGO glittering with green sparkles on the back of the truck at the corner. Minikit pieces shower out, ready to be assembled.

MINIKIT: Shoot the Targets

Switch to Barry and use his electric rifle to shoot the electric target in the big yard where you find the ankylosaurus. This shuttles a big crate with a bullseye over the yard. Shoot the bullseye. The crate drops Minikit pieces for you to assemble and collect.

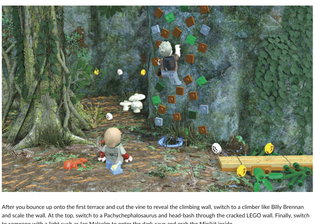
MINIKIT: Grow Lily Pads



When you hop to the center island after leaving the Ankylosaurus yard, find the plant root on the far shore. Switch to a plant-grower like Ellie Sattler and water the root. Hop across the big lily pads that grow and reach the Minikit across the water.

The Coast

MINIKIT: Climb, Charge, Light Up

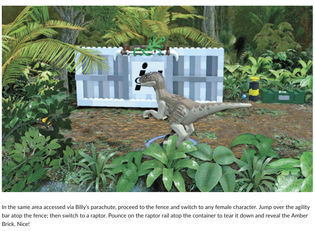


After you bounce up onto the first terrace and cut the vine to reveal the climbing wall, switch to a climber like Billy Brennan and scale the wall. At the top, switch to a Pachycephalosaurus and head-bash through the cracked LEGO wall. Finally, switch to someone with a light such as Ian Malcolm to enter the dark cave and grab the Minikit inside.

MINIKIT: Glide & Scent Trail

When you reach the top terrace, switch to Billy Brennan and use the parachute to glide across the gap to the left of the big droppings pile. (A red/white arrow marker appears when you get close to the spot to take off.) Switch to a raptor and follow the yellow scent trail down the slope to a Minikit. Then read the following section.

AMBER BRICK: Agility & Pounce



In the same area accessed via Billy's parachute, proceed to the fence and switch to any female character. Jump over the agility bar atop the fence; then switch to a raptor. Pounce on the raptor rail atop the container to tear it down and reveal the Amber Brick. Nice!

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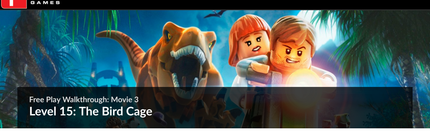

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Level 15: The Bird Cage

Pteranodon Nests

MINIKIT: Sharpshoot Bird Toys

Three large bird toys marked with bull's-eyes hang in the aviary. Shoot all three with a rifle character to earn a Minikit. The first one hangs over the first gap that you cross via narrow plank. The second toy hangs underneath the walkway to the right of where you build a rocket to drive off the second Pteranodon. The third bird toy hangs in the walkway on the other side of the build-it diving board. (Be sure to shoot the third toy before Billy uses the diving board!)

MINIKIT: Dark Cave

Once you lower the makeshift walkway after using the twirl poles to cross the big gap, a dark cave in the back wall is revealed. Send a light-bearing character like Ian Malcolm into the cave to grab the Minikit.

MINIKIT: Crowbar Crate

After you drive off the first Pteranodon, send Nick Van Owen to pry open the yellow crate under the dinosaur's nest with his crowbar. Inside you find a Minikit.

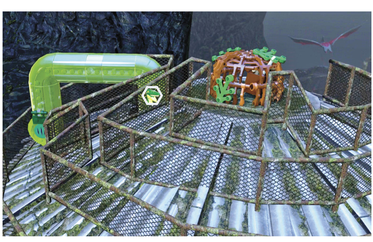
AMBER BRICK: Grow a Bounce Pad and Backtrack

After you drive off the first Pteranodon, switch to a plant-growing character like Ellie Sattler and water the plant root near the nest. This grows into a bouncy flower.

Bounce Billy Brennan onto the mesh cage covering the walkway. Run along the cage's top to the climbing wall and clamber across the wall to the next section of cage. Then proceed to the Amber Brick! This unlocks the mighty Spinosaurus.

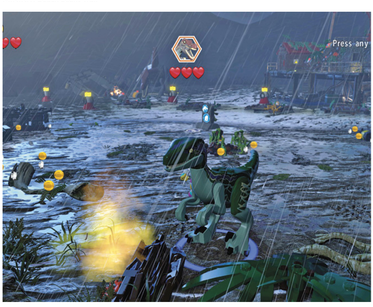
MINIKIT: Compy Maze

Eventually, you reach a green Compy Tube. Switch to a Compy and crawl in. Follow the tube to the simple fence maze and work through to the wooden cage. Smash the cage and grab the Minikit inside.



Spinosaurus Showdown

MINIKIT: Beach Scent Trail



Use a Velociraptor to pick up the scent at the start of the level, close to the camera. Follow the trail and dig up the build-it pieces. Construct the skeleton and collect the Minikit that pops out.

MINIKIT: Small-Access Shack

When you get Paul Kirby across the floating debris and onto the platform, find the low duct on the second level. Switch to a small-access kid like his son Eric and crawl through into the shack interior.

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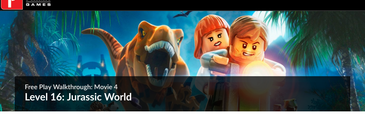
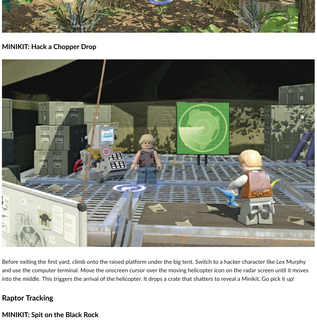


Level 16: Jurassic World

Raptor Research Arena

MINIKIT: Crowbar the Truck

After firing the pig cannon, explore the yard to the right. Switch to a crowbar character like Nick Van Owen and pry the back gate off the red truck parked on the yard's right side. Hop in the truck bed to grab the Minikit.

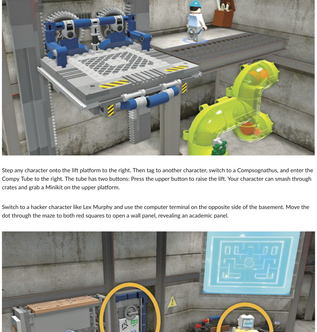


MINIKIT: Hack a Chopper Drop

Before exiting the first yard, climb onto the raised platform under the big tent. Switch to a hacker character like Lex Murphy and use the computer terminal. Move the onscreen cursor over the moving helicopter icon on the radar screen until it moves into the middle. This triggers the arrival of the helicopter. It drops a crate that shatters to reveal a Minikit. Go pick it up!

Raptor Tracking

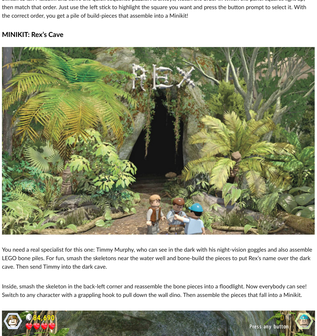
MINIKIT: Spit on the Black Rock



As your raptors pursue the pig across the stream, you reach an area where a sparkling black LEGO boulder sits up the hill to your left. Switch to a Dilophosaurus and spit at the boulder to shatter it. A Minikit is inside.

Indominus Paddock

TWO MINIKITS: Special Free Play Basement!



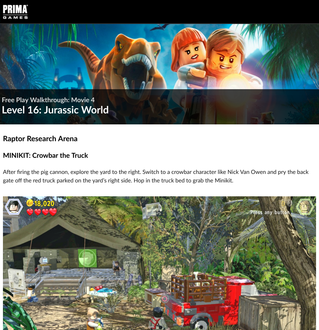
Two Minikits are hidden in a basement room off the Indominus paddock. As the mission opens, switch to a charging dinosaur like Pachycephalosaurus. Then smash through the glowing orange LEGO crack at the bottom of the deep trench that the Indominus dug. Proceed through the opening into the basement room.

Step any character onto the lift platform to the right. Then tag to another character, switch to a Compsognathus, and enter the Compy Tube to the right. The tube has two buttons: Press the upper button to raise the lift. Your character can smash through crates and grab a Minikit on the upper platform.

Switch to a hacker character like Lex Murphy and use the computer terminal on the opposite side of the basement. Move the dot through the maze to both red squares to open a wall panel, revealing an academic panel.

Switch to Ian Malcolm and solve the quick sequence puzzle. As always, watch the order in which the panel squares light up; then match that order. Just use the left stick to highlight the square you want and press the button prompt to select it. With the correct order, you get a pile of build-pieces that assemble into a Minikit!

MINIKIT: Rex's Cave



You need a real specialist for this one: Timmy Murphy, who can see in the dark with his night-vision goggles and also assemble LEGO bone piles. For fun, smash the skeletons near the water well and bone-build the pieces to put Rex's name over the dark cave. Then send Timmy into the dark cave.

Inside, smash the skeleton in the back-left corner and reassemble the bone pieces into a floodlight. Now everybody can see! Switch to any character with a grappling hook to pull down the wall dino. Then assemble the pieces that fall into a Minikit.

MINIKIT: Three Claw-Mark Photos

After receiving the report that the Indominus Rex is still in the paddock, switch to any character with a camera (Nick, Sarah, Billy, or Grad and use the photo spot to snap a shot of the claw marks on the wall. Continue on to the wall charger and snap a second photo from the photo spot. After you get past the Indominus, take the third photo from the back corner near the sensor panel. You automatically collect the Minikit.

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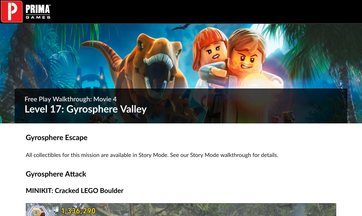


Free Play Walkthrough: Movie4

Level 17: Gyrosphere Valley

Gyrosphere Escape

All collectibles for this mission are available in Story Mode. See our Story Mode walkthrough for details.

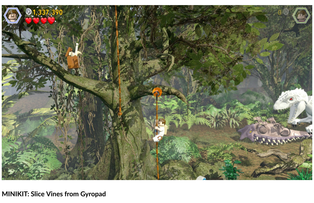
Gyrosphere Attack

MINIKIT: Cracked LEGO Boulder

At the start, switch from Gray to a charging dino like the Pachycephalosaurus and smash the nearby boulder with the glowing orange crack. Assemble the build-it pieces that fall out into a Minikit.

MINIKIT: Grapple Climb

Also at the start, find the orange grapple peg up in the tree to the left. Use a character with the Grapple ability to hook the peg and leave the rope hanging down. Climb the rope, leap across to another rope, and climb to the Minikit sitting on a high branch.

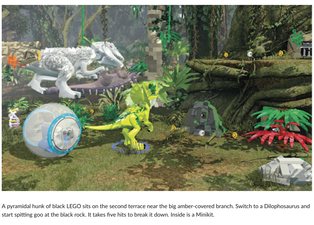


MINIKIT: Slice Vines from Gyropad

After you build and climb the ramp to the second terrace, switch to a character with a knife/claw like Owen Grady or Alan Grant. Cut away the vines over the gyro-launch pad.

Tag over to Zach in the sphere and drive onto the pad to get launched to a lower meadow where a Minikit sits. Then roll to the nearby pad to launch back to the second terrace!

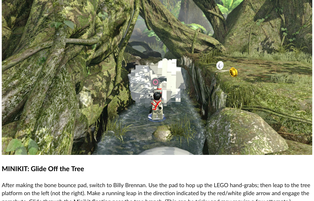
MINIKIT: Tough Black LEGO



A pyramidal hunk of black LEGO sits on the second terrace near the big amber-covered branch. Switch to a Dilophosaurus and start spitting goo at the black rock. It takes five hits to break it down. Inside is a Minikit.

MINIKIT: Stream Boulder

After crossing the rolling bridge that spans the small stream, hop down into the stream and switch to Nick Van Owen. Use his crowbar to pull apart the big boulder in the stream. Assemble the build-it pieces into a Minikit.



MINIKIT: Glide Off the Tree

After making the bone bounce pad, switch to Billy Brennan. Use the pad to hop up the LEGO hand-grabs; then leap to the tree platform on the left (not the right). Make a running leap in the direction indicated by the red/white glide arrow and engage the parachute. Glide through the Minikit floating near the tree branch. (This can be tricky and may require a few attempts.)

MINIKIT: Dig the InGen Panel

Once you cross the river, hop down to the lowest terrace and find the loose dirt pile. Switch to Alan Grant and dig up the build-it pieces, then use them to repair the nearby InGen access panel. Now switch to somebody with InGen Access (Gerry Harding or John Hammond) and use the panel, entering the three-button code to open the grate. Hop down to grab the Minikit.

MINIKIT: Grow Spot Near Tree

In the last clearing (where the T. rex has the Ankylosaurus by the tail), smash away the foliage near the huge tree trunk to the left to find a plant root. Switch to Ellie Sattler or another plant-growing character and water the root to sprout a big flower with a Minikit on top.

MINIKIT: Crane Scanner

In the last clearing, switch to a character (like Claire Dearing) who has the Scanner ability. Use the scanner at the sparkling Jurassic World sensor panel hanging on the crane tower. You automatically get a Minikit.

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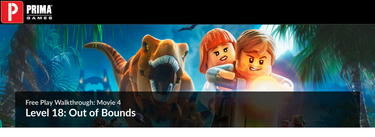


Free Play Walkthrough: Movie 4

Level 18: Out of Bounds

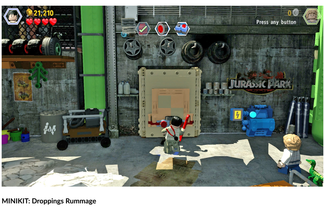
Parking Garage

MINIKIT: InGen Access to Compys

From the start, go left past the injured Compy to find an InGen access panel. Switch to a character with InGen access (John Hammond or Gerry Harding) and use the panel to open the door and release a swarm of 12 hostile Compys! Knock out all 12 and a Minikit appears in the doorway.

MINIKIT: Crowbar Closet

Go up the ramp from the truck and switch to Nick Van Owen. Use his crowbar to pry open the storage closet between the two Compy Tubes and grab the Minikit.



MINIKIT: Droppings Rummage

Once you get outside the garage, find the large droppings pile just right of the broken truck. Switch to a rummager like Ellie Sattler and dive in to find a Minikit.

MINIKIT: Shoot & Track

Outside, switch to a sharpshooter/tracker like Roland Tembo or Udesky and shoot the bull's-eye target up in the tree by the fence at far right. A tracking object drops to the ground. Pick it up and follow the blue tracks until a raptor suddenly ambushes you! Fight it off using the button prompts onscreen to get your Minikit.

MINIKIT: Rock Climb to Dark Cave

Outside, switch to Billy Brennan or Owen Grady and scale the climbing wall to the upper terrace. Switch to a light carrier like Ian Malcolm to enter the dark cave at the right end of the terrace and grab the Minikit.

Indominus Escape

MINIKIT: Track & Grow

After Indominus Rex breaks through the wall (where you build the giant chainsaw), switch to a tracker character like Barry. Pick up the tracking object and follow it until he unearths a plant root at a wall of vines. Switch to a plant grower like Ellie Sattler and water it to produce another vine. But this one pulls apart the vine wall, revealing a Minikit.

AMBER BRICK: Shoot Three Butterfly Flowers

On the main floor, switch to a sharpshooter character and shoot the bull's-eye target on the blue/purple flower up high to the right. This flushes a butterfly that flutters across the room to a second flower, where another bull's-eye pops up. Shoot that target to flush the butterfly again.

Track the insect leftward to a third flower and shoot the bull's-eye that appears. This flushes a whole family of butterflies, and an Amber Brick appears on the floor! This one unlocks the Indominus Rex.

MINIKIT: Crowbar Gate

On the top level, use Nick Van Owen's crowbar to pry open the locked red gate. Collect the Minikit just inside.

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Free Play Walkthrough: Movie 4

Level 19: Under Attack

Main Street

MINIKIT: Black LEGO Souvenirs

Look for three different black LEGO merchandise stands in front of stores along Jurassic World's Main Street. (Remember, black LEGO has a green shimmer.) At each stand, switch to a Dilophosaurus and spit goo to shatter them. The first is in front of the Ice Cream shop at the far-right end of the street. The second is just inside the Coffee Shop at the far-left end of the street. The third stand is in front of the Jurassic Traders Giftshop. When all three are destroyed, you get a Minikit.

MINIKIT: Cinema Popcorn

When you're with Owen and Claire on Main Street's left end, approach the front entrance of the 3D Theatre, switch to Nick Van Owen, and use his crowbar to pry the doors open. Step inside and smash the popcorn cart. Assemble the broken pieces into a Minikit.

MINIKIT: Duct & Rummage

Look for the alley just right of the Juice Bar with a low duct. Gray Mitchell can fit, but you need a small-access character that can also rummage droppings. Switch to Eric Kirby and crawl in the duct. You emerge on the roof where Eric can search the big droppings pile for a Minikit.

MINIKIT: Arcade Minigame

Once you get inside the Arcade, send a hacker character like Lex Murphy to play the arcade game attached to the big screen. Move the dinosaur head through the maze to eat all of the white dots, and then move it to the green exit square at the far right.

MINIKIT: Grow the Plant

Send a plant grower character like Ellie Sattler or Sarah Harding to water the plant root behind the overturned truck near Jurassic Traders Giftshop. Climb the stalk to the roof to collect the Minikit up there.

The Alpha

MINIKIT: Grow Plant

After driving off the first raptor with the build-it rocket, find the nearby plant root in the back of the area. Switch to a plant growing character like Sarah Harding to water the root and grow a big flower. A Minikit floats directly above it. Hop on the flower and leap up to grab the kit.

MINIKIT: Cracked LEGO Log

After pulling the mercenary from under the log, switch to a charging dinosaur like the Pachycephalosaurus. Then ram the glowing orange crack in the rock wall behind the log to smash open a shallow cave. Enter and grab the Minikit inside.

MINIKIT: Scent Trail

Before saving the last mercenary from the Indominus Rex, get behind the log and switch to a Velociraptor. Use the yellow scent mist behind the military truck in the clearing near the Indominus to start a scent trail. Follow it until the raptor digs up a Minikit.

Raptor Pursuit

The collectible in this mission is available in Story Mode. See our Story Mode walkthrough for details.

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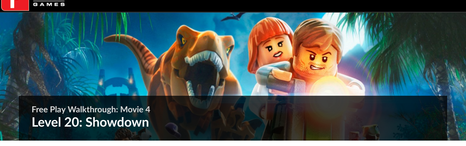


Free Play Walkthrough: Movie 4

Level 20: Showdown

Innovation Center

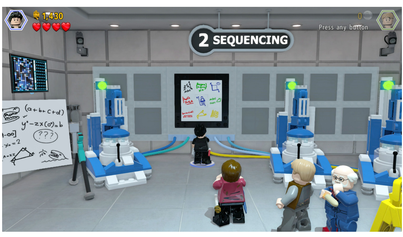
AMBER BRICK: InGen Access to Extraction Lab

At the mission start, switch to a character with InGen access like John Hammond and use the nearby panel. Enter the three-button code and enter the newly opened doorway into the Jurassic World Creation Lab. You start out in the Extraction room. A security camera won't let you enter the room in the back, where you can see a Jurassic World access panel.

Activate Owen Grady's Camouflage ability and sneak past the camera. Switch to Claire Dearing to use the access panel. Pick up the Amber Brick that falls from the shelf. This unlocks the Mosasaurus. Note: You'll stay in the Creation Lab for the next three Minikit sections!

MINIKIT: Academic Panel in Sequencing

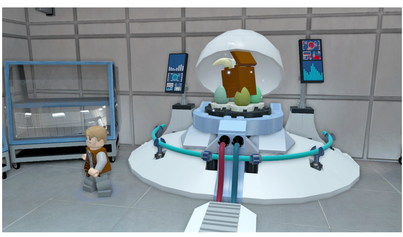
Once you gain access to the Creation Lab (see the previous Amber Brick section), proceed to the second room, Sequencing, and approach the academic panel on the back wall. Switch to an academic character like Ian Malcolm and solve the simple sequence puzzle, selecting squares in the same order they light up. This produces a Minikit.



MINIKIT: Hacking Minigame in Assembly

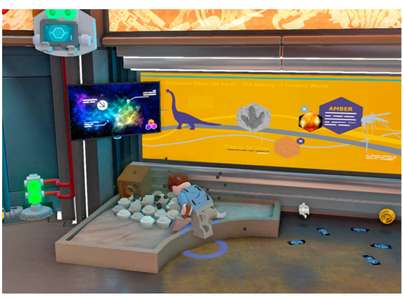
Once in the Creation Lab (see the Amber Brick section), proceed to the third room, the Assembly lab. Switch to a hacker character like Lex Murphy and use the computer in the back right corner. You see a double-helix strand of DNA on the left with matching pairs of bases, plus one highlighted with no matching base. Move the cursor over the matching DNA base on the right and press your Attack/Charge button to select it. Repeat three times to complete the puzzle.

MINIKIT: Incu-Builder in the Hatchery



Once you gain access to the Creation Lab (see the Amber Brick section), proceed to the fourth room, the Hatchery lab. Smash up everything in the lab, and then use the build-it pieces to assemble two active incubators. Grab the Minikit that pops out of the incubator across the room.

MINIKIT: Dig the Sandpit



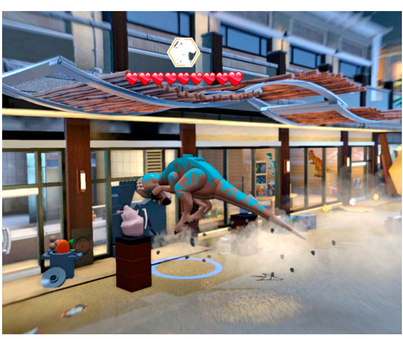
In the start area, send a digger like Alan Grant past the first big sandpit to the second, smaller pit marked with loose dirt. Dig up the build-it pieces and assemble them into a Minikit.

Boardwalk Showdown

MINIKIT: Shop Window Scream

When Gray uses the small-access vent to reach the balcony for his first photo of the Indominus Rex, go to the LEGO glass window first. Switch to a character with the Scream ability like Kelly Malcolm or Sarah Harding and use it to shatter the window; then grab the Minikit inside.

MINIKIT: Cracked Shop Door



On the first street where you build the cannon, switch to a charging dinosaur like the Pachycephalosaurus and charge into the first shop door on the left side. It shatters and you earn a Minikit.

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Hub Areas

Introduction

When beginning the game, you are taken directly into the first Jurassic Park levels. Once complete, you are taken to the helipad on Isla Nublar. From here, you can either go to the Jurassic Park hub or the Jurassic World hub. Later, you can take the helicopter to the island of Isla Sorna where the hubs for Jurassic Park: The Lost World and Jurassic Park III are located.

As you play through the Story Mode, you unlock and advance through the various areas. The game world of LEGO Jurassic World is divided into two main islands with two movie hubs on each island. Each movie hub is divided into several different areas which are related to the levels of the game. In these areas, you can collect Red Bricks and Gold Bricks, complete races, heal dinosaurs, take photographs, and save Workers in Peril. Each of these requires you to complete a challenge. Some are quite simple while others are more involved. When first beginning the game, all of the characters needed to complete these challenges are not available. Therefore, it's a good idea to play through all the Story Mode levels. By the time you get to the end, you will have unlocked characters with all of the abilities needed to complete the hub challenges.

Map Kiosks

Each area has a map kiosk. They are marked with a blue circle with the letter "i" in the middle. When you use one of these kiosks, a small screen appears showing the challenges available in that area, as well as how many you've completed. The locations of the challenges then appear on the map so you can more easily find them. Keep an eye out for these map kiosks. They help you find all the challenges so you can get those Red Bricks and other collectibles.

Red Bricks, Gold Bricks, and Challenges

There are several different types of challenges. Completing a Red Brick challenge unlocks a Red Brick. Gold Brick challenges add a Gold Brick to your collection. Completing Sick Dino, Worker in Peril, Photograph, and Race challenges not only add the appropriate collectible to your collection, but they also reward you with a Gold Brick.

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Hub Areas

Jurassic Park

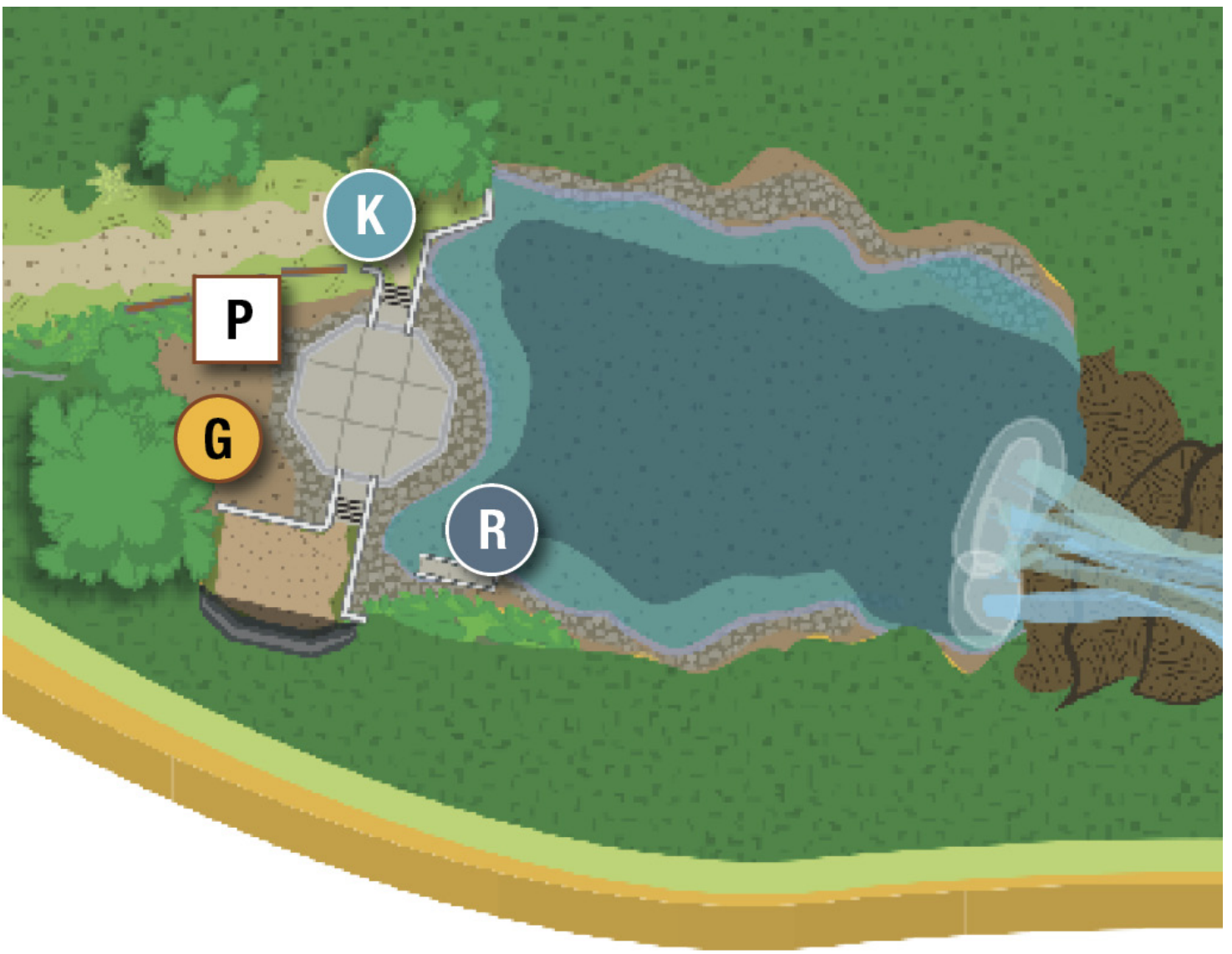
Jurassic Park is one of the largest hubs with 14 different areas. You begin at the Isla Nublar Helipad and work your way around half of the island.

ICON	MAP LEGEND
K	Kiosk
V	Vehicle Spawn Pad

Isla Nubar Helipad

The Isla Nubar Helipad is the first area you enter during the game. There are three challenges here.

Isla Nubar Helipad Challenges		
Icon	**Type**	**Notes**
G	Gold Brick	Hit the target in the tree with a projectile. Switch to a raptor and follow a scent trail to find a grow spot. Then use a character with that ability to water the plant so a flower blooms with a Gold Brick inside.
P	Photograph	Break up a rock near the helipad to reveal a tripod. Select a character with a camera and use the tripod. Get the photo and a Gold Brick as well.
R	Race	Race a remote control toy boat through a series of checkpoints before time runs out. (See “The Race for a Gold Brick.”)

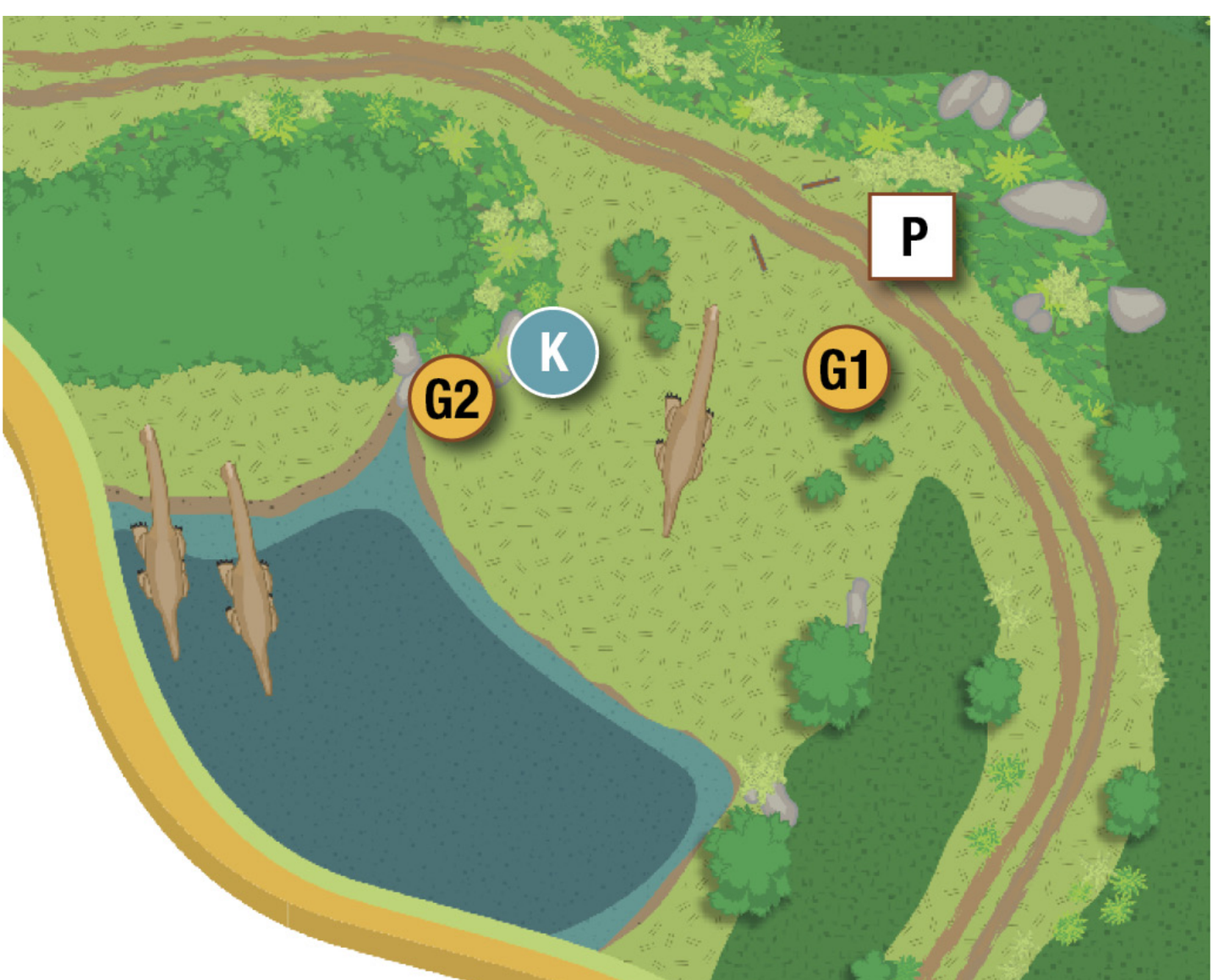


The Race for a Gold Brick

Once you’ve unlocked a character with a crowbar, you can attempt this challenge. Jump across the hop points to reach the small dock and use a crowbar to open a locked crate. Assemble the bricks released into a control panel. Then use the panel to control a toy boat on the small lake. Move it up to the first checkpoint to begin the race. Drive the boat through a series of checkpoints. Each checkpoint reached adds a few seconds to the timer. You must make it through all of the checkpoints without time running out to complete the race and earn a Gold Brick.

Brachiosaurus Plains

As you travel from the helipad to the Visitor Center, you pass by the Brachiosaurus Plains. There are three challenges located in this area.



Brachiosaurus Plains Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	To get this Gold Brick, you will need to shoot a target and break up a black rock with some venomous dino spit. (See “The Gold Brick Up in a Tree.”)
G2	Gold Brick	Select a dinosaur that can break cracked rocks. Break the cracked rock. Switch to a character who can go into dark areas and enter the cave to find this Gold Brick.
P	Photograph	Dig up an apple from a dig spot across the road from the plains. Use a character with the tracking ability to follow a trail to a tripod. Then switch to a character with a camera to take the photo and earn a Gold Brick.

The Gold Brick Up in a Tree

There is a target up in the tree near the road. Shoot or throw a projectile at the target and a flower opens with a Gold Brick inside. Switch to a Dilophosaurus and spit at the black rock located next to the tree. Now select a character who can assemble bones and build a bounce pad of them. Finally, jump on the bounce pad to get up high enough to grab the Gold Brick.

Visitor Center

The Visitor Center area has seven different challenges. In addition, when you go inside the building, you can access the console for purchasing Red Bricks. There is also the DNA lab where you can create your own dinosaurs using parts from dinos already unlocked by collecting Amber Bricks while playing through Story Mode and Free Play.

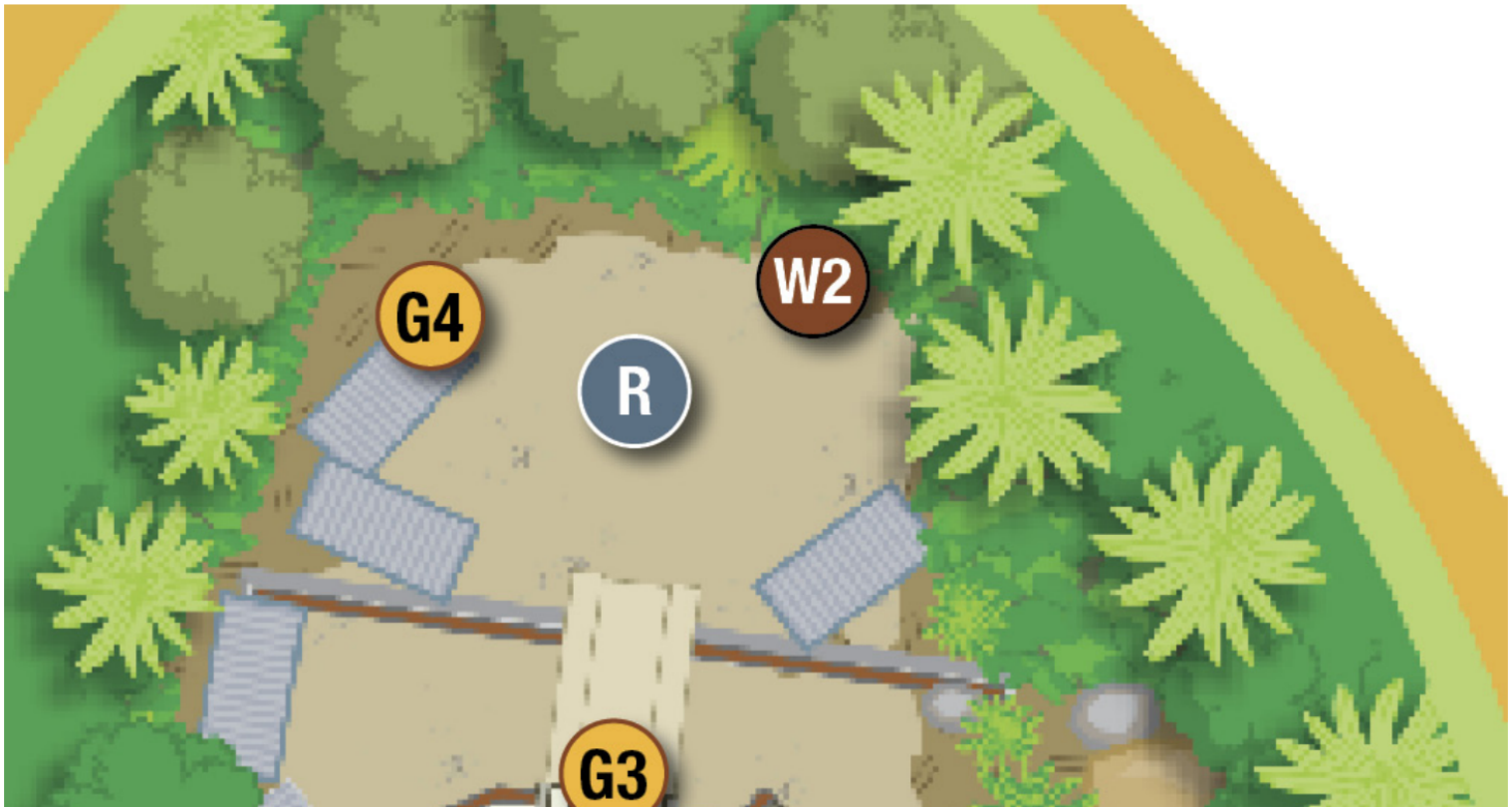
Visitors Center Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Use the scaffolding on the left side of the Visitor Center to get up to the patio on the roof. (See “Scaffolding Up to the Roof.”)
G2	Gold Brick	On the right side of the Visitor Center, use a raptor to pounce onto a scaffold using the raptor rail. Switch to a character who can wall climb to get the Gold Brick.
G3	Gold Brick	Use a character with a grappling hook to pull on the tree with the orange hook on it in the pond across the road from the Visitor Center. Then get to the island in the pond by jumping onto the floating log and plants and collect the Gold Brick.
P	Photograph	Once on the island in the pond, break some crates on the dock. Switch to a tracking character and pick up an object and follow the trail to pieces that assemble into a tripod. Select a character with a camera and use the tripod to take a photo and also get a Gold Brick.
RB	Red Brick	At the gate at the back of the Visitor Center, select a character with an electric rifle to shoot the blue target to open a door on the left. Finally, switch to someone who can go into dark areas to enter the garage and collect the Red Brick.
W1	Worker in Peril	Use bolt cutters to cut the lock on the gate at the back of the Visitor Center. Then switch to a character with a stun rod to charge up the generator and open the door to free Dino Handler Bob and earn a Gold Brick as well.
W2	Worker in Peril	After getting the Gold Brick on the right side of the Visitor Center by wall climbing, jump onto the roof. Move to the small rope holding the worker and cut it with a knife or raptor claw to free the worker.

Scaffolding Up to the Roof

This Gold Brick is on the patio on top of the Visitor Center. Locate the scaffolding on the left side of the building. Get to the top of the scaffolding by using the Buddy Boost. While one character stands on it, switch to the other to get to the top. Push the crate on top along the checkered tiles and off the edge. After it falls and breaks, assemble the pieces into a ladder to get to the top of the other scaffold. Once there, hit a target with a projectile or shoot it with a rifle to lower another ladder. Finally climb this ladder to the rooftop patio to get the Gold Brick.

Raptor Territory

Raptor Territory can be reached by following a road leading from behind the Visitor Center. To get inside, you need a character who can rummage to search the large pile of dino droppings for a key. Then unlock the gate to enter the territory. There are a total of seven different challenges inside this area.



Raptor Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Use a small character to climb through a hatch at the base of the tower and get to the top. Then jump onto the zip line and ride it down to get the Gold Brick along the way.
G2	Gold Brick	You need to light up the raptor enclosure and then grapple a crate to get this Gold Brick. (See “Light Up the Raptor Enclosure.”)
G3	Gold Brick	Use a character with a scanner to open the door to the raptor pen. Switch to a dinosaur that can break cracked rock and bust your way in to get a Gold Brick.
G4	Gold Brick	Use a raptor to open the InGen container by pouncing on the raptor rail. Then defeat the dinos within the time limit to get the Gold Brick.
R	Race	Select a raptor for this race. You need to pounce on raptor rails and jump through a series of checkpoints before the timer runs out to complete the race and earn a Gold Brick.
W1	Worker in Peril	Use a crowbar on the locked door of the tower to free a trapped worker. Plus you collect a Gold Brick for your efforts.
W2	Worker in Peril	A raptor is attacking Ray Arnold. Select a character with a camera and take a photo of the raptor to scare it away with the flash. You save Ray and get a Gold Brick.

Light Up the Raptor Enclosure

You must complete a few steps in order to get this Gold Brick. Select a character with an electric rifle and climb onto the walkway along the side of the enclosure. Shoot at the two blue targets on either side to activate the floodlights. A crate appears over the enclosure. Using a character with a grappling hook, attach the rope to the orange hanger and pull on the rope to release the Gold Brick.

Jurassic Park Gate

The gate is the main entrance for the tour route which takes you around the various dinosaur paddocks. Don't just drive on through. There are four challenges here.

Jurassic Park Gate Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Climb up the torches on the left side of the outer gate to get to this Gold Brick.
G2	Gold Brick	Use a character with the repair skill to fix a parking gate so a worker can get his vehicle to earn a Gold Brick.
P	Photograph	Cut away vines to find a tripod and then use a camera. (See "Take a Photo of the Gate to Jurassic Park.")
R	Race	Drive through a series of checkpoints that take you around the entire tour route without the timer running out to complete this race and earn a Gold Brick.

Take a Photo of the Gate to Jurassic Park

Every tourist needs a photo of the iconic gates leading into Jurassic Park. While following the road leading from the Visitor Center to the gate, look for some vines along the side of the road. Use a raptor claw or knife to cut away the vines and then assemble some bricks into a tripod. Select a character with a camera and take a photo to remind you of your visit to Jurassic Park. Plus you get a Gold Brick for doing such a great job.

Dilophosaurus Territory

Continue along the route leading from the gate. The next area you come to is Dilophosaurus Territory. Expect to use this spitting dinosaur to help you complete the eight challenges.

Dilophosaurus Territory Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	Find three items to feed this sick Dilophosaurus to heal it. (See “Healing the Sick Dilophosaurus.”)
G1	Gold Brick	Dig up the dirt to the left of the hut to reveal a tracking item. Assemble the bones into a bouncy so you can jump to the roof of the building and get the Gold Brick.
G2	Gold Brick	Use a raptor claw or knife to cut away vines. Then select a character who can go into dark areas to enter the cave and get the Gold Brick.
G3	Gold Brick	Shoot a target in a tree to the right of the building and a Gold Brick drops.
G4	Gold Brick	Use a Dilophosaurus to spit at the black fruit in three different trees to get this Gold Brick.
G5	Gold Brick	Select a dino that can break cracked objects. Use it to break open the cracked yellow device to get this Gold Brick.
G6	Gold Brick	Use a grappling hook to pull down a nest of eggs from atop a rock. Switch to a raptor and follow a scent trail that leads to this Gold Brick.
RB	Red Brick	Break up a cracked log using a dino with this ability. Then switch to a Dilophosaurus and spit at the large black rock. Finally, water the grow spot to reveal the Red Brick atop a flower.

Healing the Sick Dilophosaurus

A sick Dilophosaurus lies near the entrance to this area. You need to find three items and bring them back to the dino. The bone is located in a nearby pile of bones. Pick it up and feed it to the dino. Then break up a red barbeque grill near the fence to find the sausage and give it to the dino. Finally, select a character who can track and pick up an object near the large yellow device with a crack in it. Follow the trail to a piece of chicken and give it to the dino. After it has eaten all three items, it's healed and you earn a Gold Brick. In addition, you can now select this Dilophosaurus to help you complete the challenges in this area.

Triceratops Territory

The next area along the tour route is Triceratops Territory. Be sure to visit this area since it contains 11 challenges! In the middle of the area near the stream, you find an InGen control panel. Select a character who can use these panels and put in the correct code to raise a bridge so you can cross the stream.

Triceratops Territory Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	There is a sick Triceratops in this area. (See “Heal the Sick Triceratops.”)
G1	Gold Brick	Break up a plant along the side of the road; then track a trail to a dig spot. Water it to grow a bouncy plant which helps you jump to a ledge to get the Gold Brick.
G2	Gold Brick	Select Timmy Murphy and go into a dark cave alongside the road. Assemble the bones into a box which releases the Gold Brick.
G3	Gold Brick	Use a dino with the roar ability to shatter a large amber rock. Build a small bridge out of the pieces. Cross the bridge and use a tracking character to pick up a cherry and follow a trail to the Gold Brick.
G4	Gold Brick	Select the Pachycehphalosaurus. You must destroy 10 cracked pillars within 90 seconds. The key is to hold down the Attack button to make this dino run and charge into the pillars. If you don’t run, you can’t complete this in time. Beat this challenge to get the Gold Brick.
G5	Gold Brick	Use Eric Kirby’s T. rex scent to clear the Compy herd away from some bones.Then hit the bones to find the Gold Brick
G6	Gold Brick	Select a dinosaur from the dino pad that can destroy a quake object below a ridge with a ground pound. Then switch to a character and ride the geyser that appears to the top of the ridge to get this Gold Brick.
G7	Gold Brick	Select a strong dinosaur such as a T. rex and use it to pull apart a large object to get to the Gold Brick inside.
G8	Gold Brick	Select a dino able to use strength pulls, such as the T. rex, to pull apart a large LEGO boulder near the river to reveal a Gold Brick.
R	Race	Use the Triceratops you healed or another dinosaur to race through checkpoints before the timer runs out to complete the race and win a Gold Brick.
RB	Red Brick	Break up the crates next to the building by the sick Triceratops. Assemble the pieces into a computer. Switch to a character who can hack computer systems. Move the cursor over the x-ray and select the different parts of the Triceratops as required until you get the Red Brick.

Heal the Sick Triceratops

At the far end of this area, a sick Triceratops lies waiting for your help. Select a character who can rummage through dino droppings and search the large pile near the dino. This lets you know the three items to find and give to the dino. The cherry, apple, and leaf are all behind growths of vines in the surrounding area. Use a knife or raptor claw to cut away the vines and carry these items to the Triceratops. Once you’ve fed all three to the dino, it is healed and you can use it in this area. You also receive a Gold Brick for your efforts.

Herbivore Territory

There are seven challenges in this area. Some are along the road while the rest are inside the enclosure. Just follow the tour route around to get here.

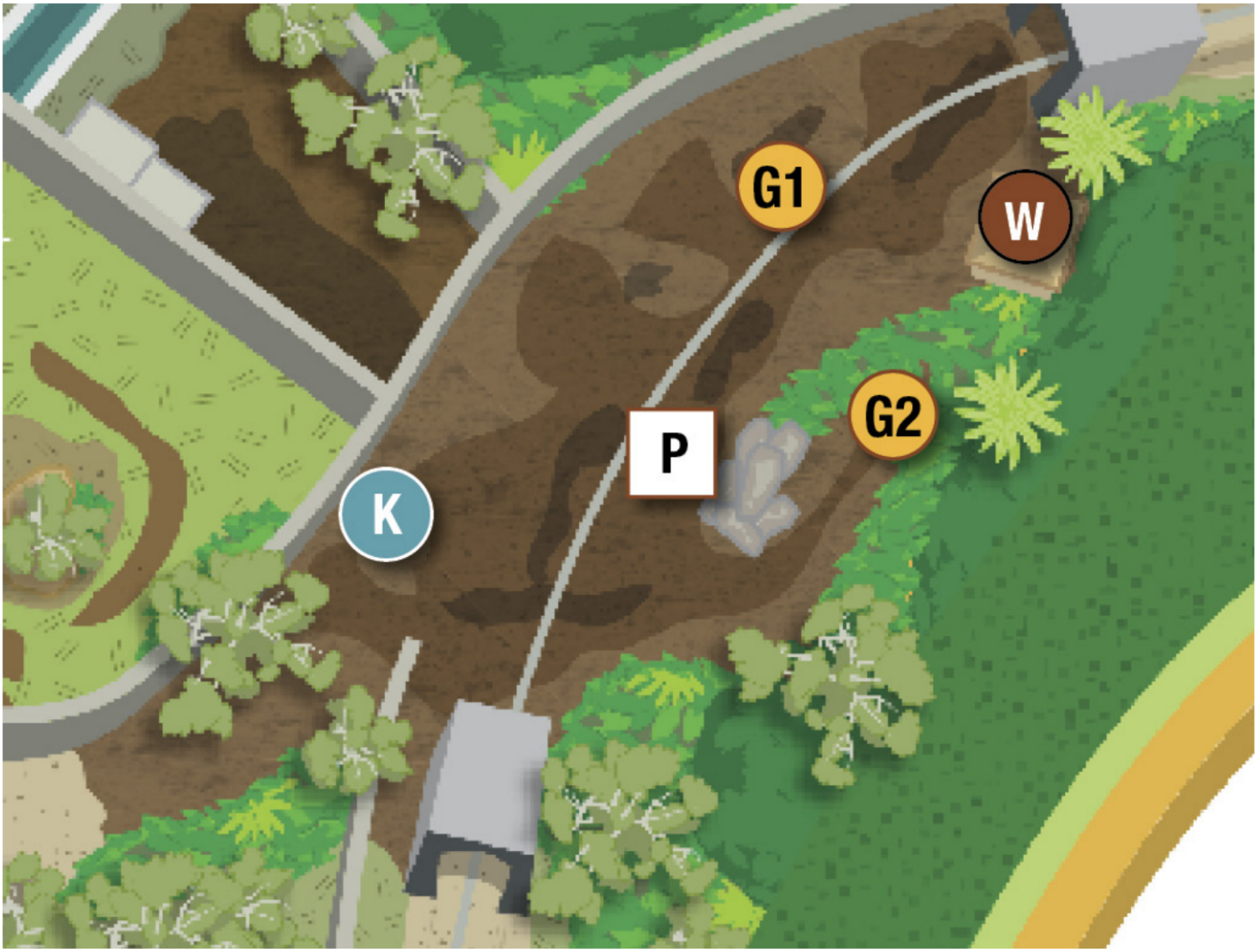
Herbivore Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	You need to wall climb and glide to get this Gold Brick. (See “Glide for Gold.”)
G2	Gold Brick	Use a Dilophosaurus to spit venom at a large black rock to break it so you can get to the Gold Brick inside.
G3	Gold Brick	Use a raptor to pounce up a raptor rail and get onto the top of a scaffold where the Gold Brick is located.
G4	Gold Brick	Select a character with an electric rifle and shoot two blue targets to get this Gold Brick.
G5	Gold Brick	Rummage through some dino droppings near the map kiosk. Upon finding a sausage, switch to a raptor and follow the scent trail to the Gold Brick.
RB	Red Brick	Use a dino who can break cracked objects to break a rock. Then switch to a character who can go into the dark to enter a tunnel to get the Red Brick.
W	Worker in Peril	Use a knife or raptor claw to cut a rope and release a trapped worker. You also get a Gold Brick. (Completed in Story Mode.)

Glide for Gold

This Gold Brick is located on a platform alongside the road. First select a character who can climb walls. Climb the LEGO wall to get to the top of another platform. Switch to a character who has the glide ability. Run off the side of the platform toward the platform on the right and press the jump button twice to deploy a parasail and glide across to get the Gold Brick.

Tyrannosaurus Enclosure

The fencing of the Tyrannosaurus Enclosure has been damaged. Luckily, the T. rex is not around. However, there are still four challenges you can complete. Better hurry before the large dino returns looking for something to eat.



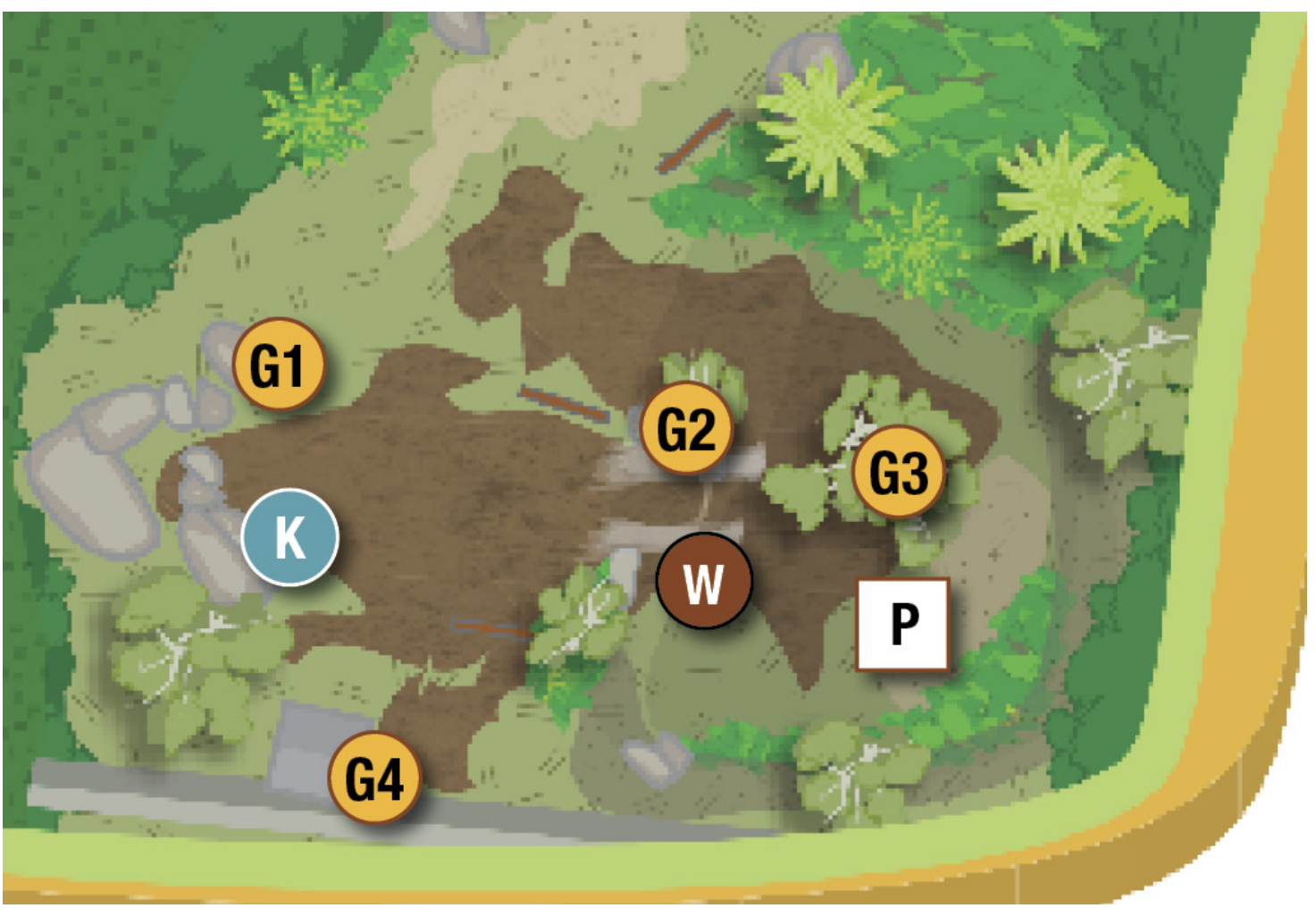
Tyrannosaurus Enclosure Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Fix one of the tour vehicles to get this Gold Brick. (See “Vehicle Repair.”)
G2	Gold Brick	Rummage through a large pile of dino droppings to find an object. Then switch to a character who can track a trail that leads to the Gold Brick.
P	Photo	Dig up a spot along the side of the road to find a tripod. Then select a character with a camera to take a photo and collect a Gold Brick.
W	Worker in Peril	Donald Gennaro is caught in the restroom. Use a character with a crowbar to free the person and also get a Gold Brick while you are at it.

Vehicle Repair

You don’t want to be stuck outside a damaged T. rex enclosure with a broken vehicle. Use a character with the dig ability to dig up a spot near the vehicle to find some bricks. Assemble them into parts to repair the vehicle. Once it is fixed, the door opens and out pops a Gold Brick for your trouble.

East Dock Route

If you take a detour from the tour route and follow a dirt road, you will find the East Dock Route area. There are six challenges here, so be sure to visit this area so you can add to your collection.



East Dock Route Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Jump up a series of posts, starting with the shortest, to get to the Gold Brick floating above the tallest post.
G2	Gold Brick	Use a Dilophosaurus to spit at a black rock near the stuck vehicle. Dig up a spot that is revealed and assemble the pieces into a giant shaving cream can to get this Gold Brick.
G3	Gold Brick	This Gold Brick is hidden in a cave at the bottom of the slope. (See “Double Layers of Protection.”)
G4	Gold Brick	Use a character with the scream ability to shatter the glass window of the small building; then jump through to get the Gold Brick.
P	Photo	A tripod is located at the bottom of the slope. Use a character with a camera to take a photo and get a Gold Brick too.
W	Worker in Peril	A worker is stuck in a vehicle at the bottom of the slope. Use a crowbar to help him get out to safety and collect a Gold Brick while you are at it.

Double Layers of Protection

Venture down the slope and find some black rocks covered in spider webs. Select a character with the scanner ability and use the scanner to remove the webs. Now switch to a Dilophosaurus and spit venom at several block rocks that are revealed. Once they are gone, move in and grab the Gold Brick and add it to your collection.

Carnivore Territory

Carnivore Territory is located toward the end of the tour route as the road turns and begins returning toward the main gate. Enter this area through an opening in the fence with some steps over the wall. There are nine challenges in this area.

Carnivore Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Use a dino who can break cracked rocks to get to the far left side of the enclosure. Then defeat the Compys within the time limit to earn a Gold Brick.
G2	Gold Brick	As a raptor, find a scent trail near the middle of this enclosure. Follow the trail to dig up a trophy; destroy the trophy and then continue following the trail to the Gold Brick.
G3	Gold Brick	Jump up a series of posts to get to the top of a tree stump. Then use a character with the glide ability to get to a ledge where a Gold Brick is waiting.
G4	Gold Brick	Shoot the blue target on the bunker outside the main paddock with an electric rifle. Then use a character who can go into dark areas to enter the dark building to get the Gold Brick.
G5	Gold Brick	Shoot a target up in a tree near the vehicle pad. Using a character with the tracking ability, pick up a banana that falls and follow the trail to a grow spot. Water it with a character who has this ability and then bounce on the flower which grows to get to the Gold Brick on top of the roof of the building.
G6	Gold Brick	Select a Compy and move into the Compy tube. Switch to a character with a rifle or projectile and hit the target to move a section of the tube; then move the Compy, shoot the target again, and the dino can reach the end of the tube to open a cage with a Gold Brick inside.
G7	Gold Brick	Cut away some vines along the road to reveal a small hatch. Switch to a small character, then go through a series of hatches to get to a cave on the side of a cliff. Use a character who can go into the dark to enter the cave and get the Gold Brick.

R	Race	Use a Pachycephalosaurus for this race and hold down the Attack button to run through the checkpoints before the timer runs out. Complete the race to get a Gold Brick.
RB	Red Brick	Find three dinosaur eggs. (See “Egg Hunt.”)

Egg Hunt

One of the workers has lost three dinosaur eggs. If you can find all three and bring them back to the nest, he will reward you with a Red Brick. The first can be found behind some vines located in the right side of the area. Cut through the vines with a knife or raptor claw. Then pick up the egg and take it back to the nest.

The second egg is on a tree stump near the middle of the area. Locate a control panel with a raptor rail. Use a raptor to pounce on the rail to cut off the power to a series of poles. Then switch to a female character and jump to the lowest pole. Twirl around the pole and jump across to two more poles and then up to the stump to get the egg. Carry it back to the nest. Two down and one more to go.

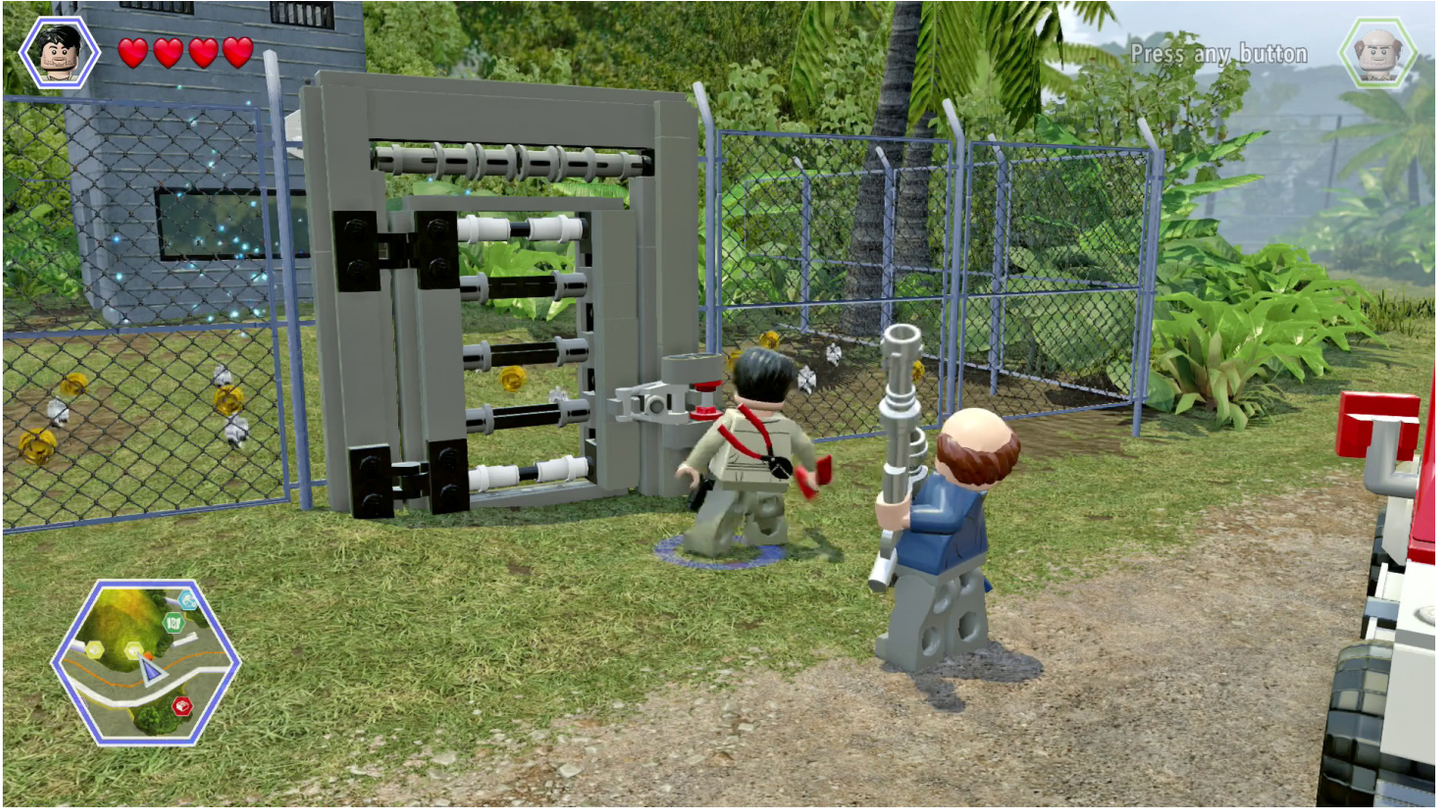
The final egg is hidden inside a large rock of amber. The dino pad in the area only allows you to bring in small and medium dinos. Therefore, you will need to use a custom dinosaur. Back in the DNA lab at the Visitor Center, make a small or medium dinosaur with a dino head that has the roar ability, such as the T. rex. Then use your custom dinosaur to roar at the amber and shatter it. Pick up the egg and take it to the nest to get the Red Brick.

Tour Route Exit

This area is spread out along the road leading back toward the main gate.

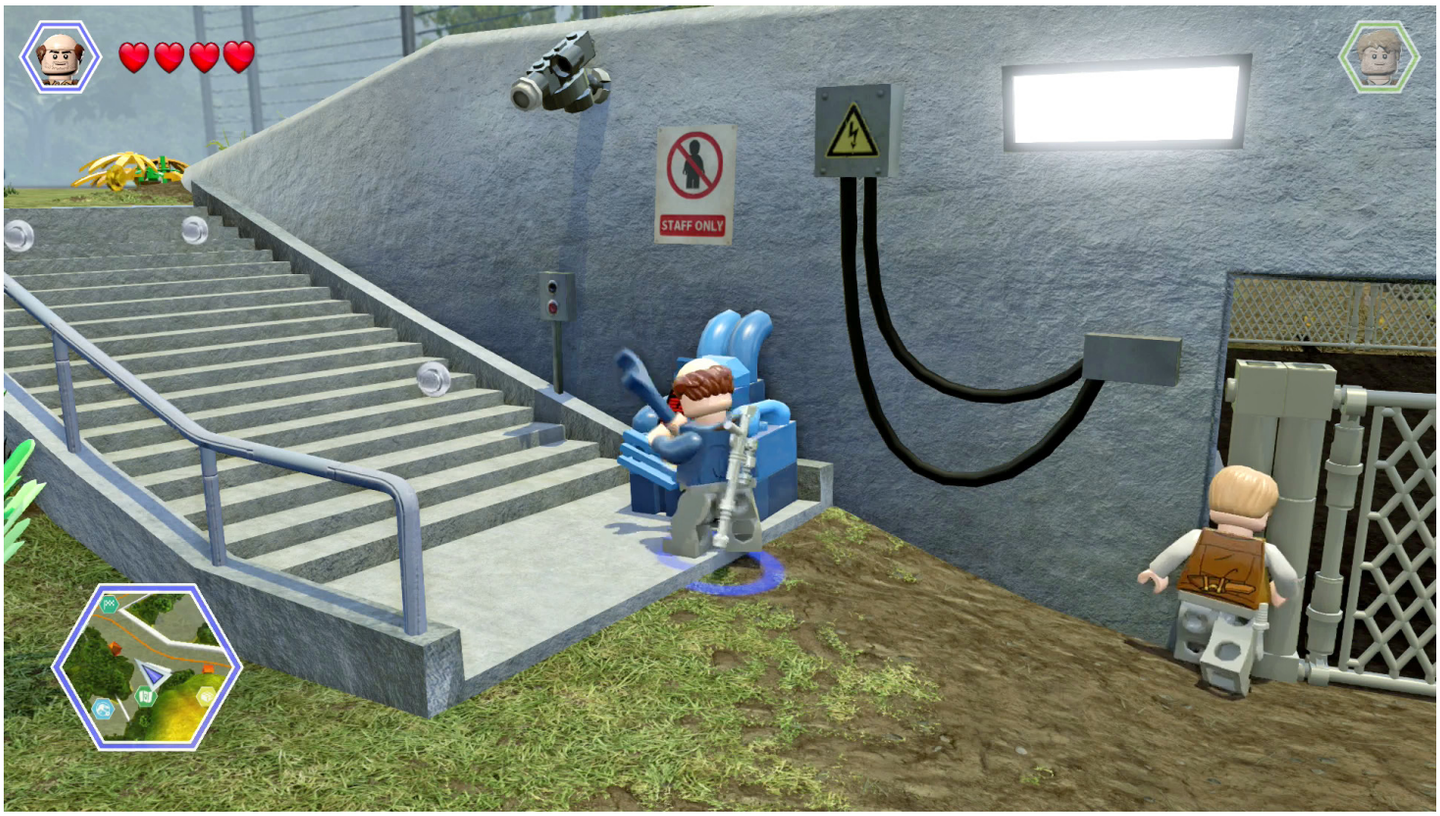
Tour Route Exit Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	This Gold Brick is located in a fenced off area. (See “Breaking In to Get the Gold Brick.”)
G2	Gold Brick	Use a small character to go through a hatch on the side of the road. Switch to a female character and twirl around poles to get to the Gold Brick.
W	Worker in Peril	A worker is surrounded by a Compy herd along the side of the road. Use Eric Kirby to clear away the tiny dinos and save the worker and get the Gold Brick.

Breaking In to Get the Gold...Brick



This Gold Brick is located inside a fenced area along the side of the road. First you need a character with a crowbar to break the lock on the gate into the fenced area. Move to the tower and select a character with a scanner. Use the scanner to lower a ladder. Then climb to the top of the tower to get the Gold Brick.

Gallimimus Territory



This area is a bit tougher to get into than some of the others. There is a tunnel that goes under the road leading back to the main gate. Use a character with the ability to repair and fix the controls and open the gate to the tunnel. Then move through the tunnel to get into the Gallimimus enclosure where the map kiosk is located. Pick up the Gold Brick in the tunnel to get started. There are 12 challenges in this area! Some are located within the enclosure while the rest are along the road outside.

Gallimimus Territory Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	Heal the sick Gallimimus to complete this challenge and earn a Gold Brick. (See “Heal the Gallimimus.”)
G1	Gold Brick	This area is only accessible from a path behind the lake opposite the Visitor Center. Use a character who can operate a hand scanner to open a door. Then switch to a character who can go into the dark to get the Gold Brick.
G2	Gold Brick	Break up a crate next to the restroom and assemble it into a pivoting plank. Stand in the Buddy Boost; then switch characters. Get a boost from the first character to jump to the other side of the plank and propel the other character onto the roof. Walk across the scaffold to get the Gold Brick.
G3	Gold Brick	Use a character who can scream to shatter the glass of a vending machine next to a restroom to get this Gold Brick.
G4	Gold Brick	After fixing the controls to the tunnel that goes under the road, pick up the Gold Brick inside.
G5	Gold Brick	Water three grow spots spread across this paddock to make flowers bloom. The Gold Brick is in the third flower.
G6	Gold Brick	Use a large dinosaur who can break quake LEGO in this area to get another Gold Brick.
G7	Gold Brick	As a T. rex or other dino that can roar, break the three Amber rocks in the area and drive the Gallimimus into a pen to get the Gold Brick.
G8	Gold Brick	Use a strong dinosaur such as T. rex to pull on a rock to break it and expose a cave. Send in a character who can go into dark places to get the Gold Brick.
P	Photo	This area is only accessible from a path behind the lake opposite the Visitor Center. Use a Dilophosaurus to spit at a black rock and break it. Assemble the pieces into a tripod; then use a character with a camera to take the photo and get a Gold Brick.
R	Race	Use a dinosaur to race through the checkpoints before the timer runs out. Complete the race to earn a Gold Brick.
RB	Red Brick	Break a crate near a yellow feeding device and assemble the pieces into a raptor rail. As a raptor, grab onto and pull the rail. Switch to a character and turn the crank on the side of the device. Swap back to the raptor and release the rail. Do this two more times to get the Red Brick.

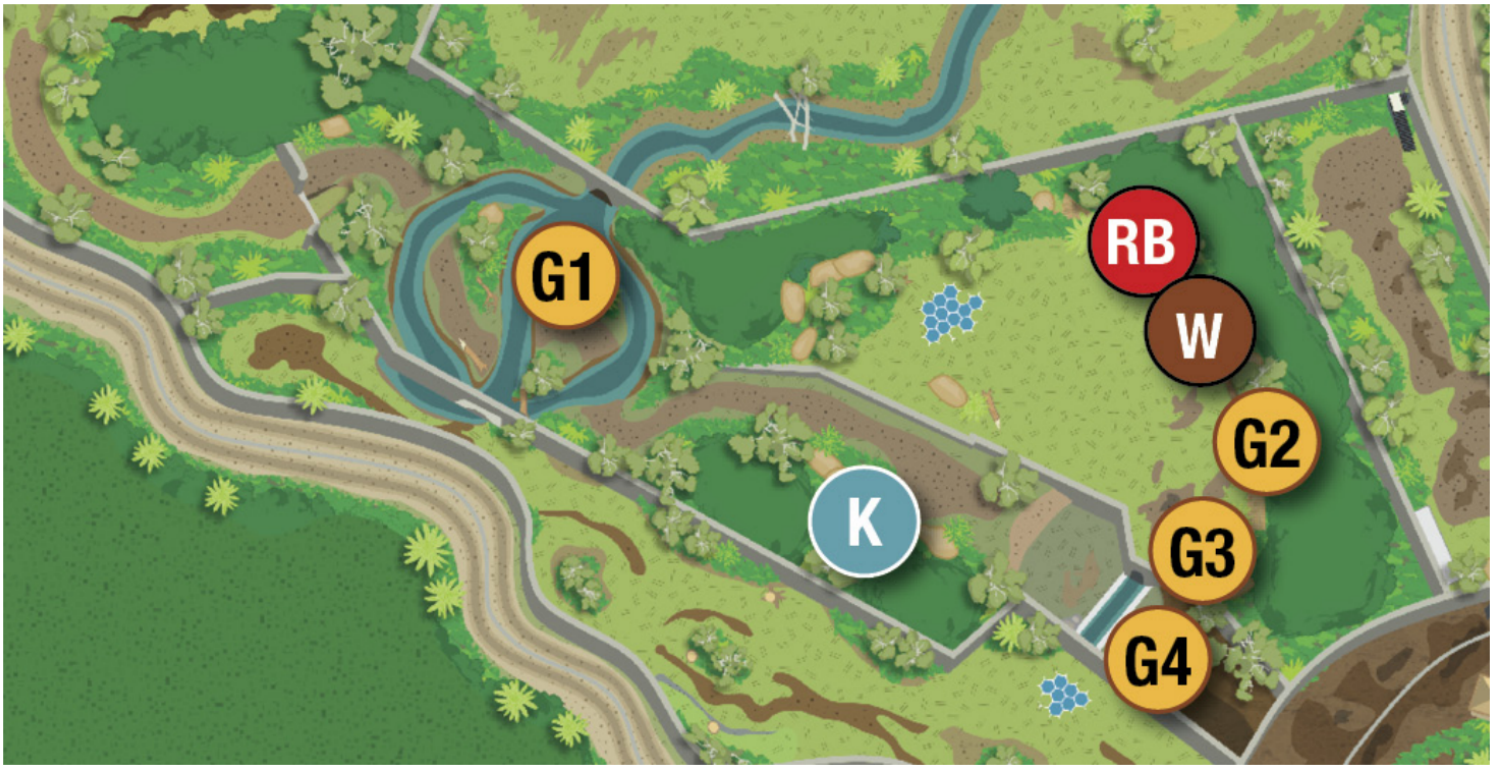
Heal the Gallimimus

A Gallimimus is sick. You first need to diagnose the problem. Use a character who can rummage through dino droppings to search a large pile near the Gallimimus. This reveals the three items needed. Start by picking up the leaf that came out of the pile using a character who can track. Follow the trail to a carrot and bring it back to feed to the sick dino.

There is a Buddy Boost near the Gallimimus. Use two characters to get to the top of a ledge and pick up the banana. Take this second item back to the dino. Finally, look for a fallen tree with a block rock on it. Use a Dilophosaurus to spit at the rock and reveal an apple. Carry the apple back to the Gallimimus to finish the treatment and heal it to get a Gold Brick.

Tyrannosaurus Territory

The only way into Tyrannosaurus Territory is to follow a path leading from Gallimimus Territory. You will have to get past a few obstacles on the way. This area contains six challenges. The main part of the area is divided into a lower and an upper level. Most of the challenges are on the upper level. In order to get to this part of the area, shoot a blue target with an electric rifle to lower a ladder.



Tyrannosaurus Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	After crossing the stream by hopping over the lily pads, switch to a character who can climb to get to the top of a large rock and get the Gold Brick.
G2	Gold Brick	Hit the targets in this shooting gallery to get the Gold Brick. (See “Target Shooting.”)
G3	Gold Brick	Break up a cracked log by using a dinosaur who has this ability to get this Gold Brick.
G4	Gold Brick	While on the upper level, stand on the wall near the cracked log where there are some sparkles in the air. Use a character with a parasail to glide across the lower area to a platform with a Gold Brick on it.
RB	Red Brick	Use a strong dinosaur to pull apart a cage to get the Red Brick inside.
W	Worker in Peril	One of the workers is stuck in Amber. Use a dinosaur with the roar ability to shatter the Amber and release the worker. You also get a Gold Brick.

Target Shooting

This challenge is more involved than the other challenges in this area. Start by selecting a Dilophosaurus. Spit venom at a black rock in the upper level of this area to break it up. Assemble the pieces into a target. Select a character with a rifle or one who can throw projectiles. Hit this target to start a challenge. You must hit five different targets in less than 20 seconds. Rifles and electric rifles allow you to target up to three objects at once. So hold down the Attack button, select three targets, and then release the button to fire off three shots in a row. Now just get the other two targets to win the Gold Brick.

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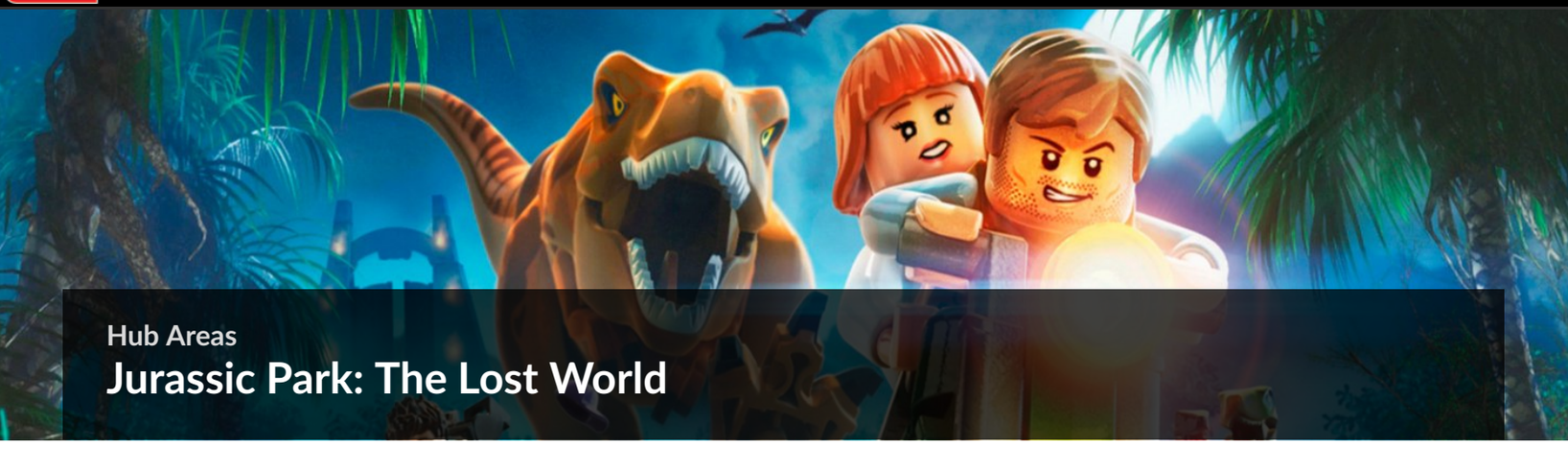


Hub Areas

Jurassic Park: The Lost World

Jurassic Park: The Lost World is the second hub and contains six different areas. You start out at the docks. Working your way toward the communication center, there are 31 challenges ahead. You must complete all of these, as well as many others, to achieve 100% completion of the game.

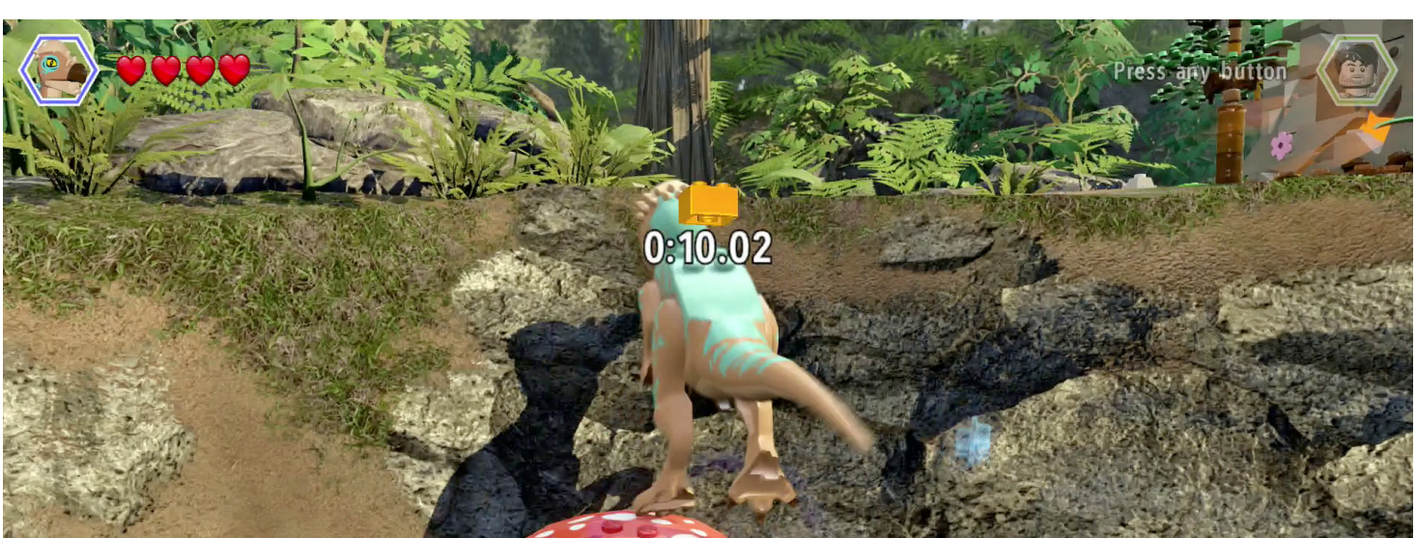
Stegosaurus Territory

Once you arrive at the docks, start trekking into the jungle. The first area is Stegosaurus Territory. There are five challenges here.

Stegosaurus Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Select a dinosaur that can break cracked objects to break a large lantern-shaped object. Then defeat the hunters within the time limit to get this Gold Brick.
G2	Gold Brick	Use a Dilophosaurus to spit venom at a black rock. Then switch to a small character to go through the hatch. Push a crate along some checkered tiles to break it and get the Gold Brick.
G3	Gold Brick	Use a crowbar to free a Stegosaurus that has its tail caught to get this Gold Brick.
G4	Gold Brick	As a raptor, pounce to a ledge using a raptor rail and break some plants to get to the Gold Brick.
RB	Red Brick	Smash a number of cracked walls to get this Red Brick. (See “Smash and Run.”)

Smash and Run

In order to get the Red Brick in this area, you must smash five different cracked walls. However, you also need to do it without the timer running out. Select a Pachycephalosaurus since you need a dinosaur that can smash cracked objects as well as jump. You could also design your own dinosaur with a raptor body and a Pachycephalosaurus head. It is also a good idea to free the Stegosaurus first and move it to the right of the area so it’s out of the way.



Hit the first wall and then hold down the Attack button to run and smash the second wall. Turn and charge the third wall. Now jump onto the red, bouncy mushroom and bounce to the higher level. Smash two more walls and the Red Brick is yours. If you have trouble getting this Red Brick, practice the bounce on the mushroom since that is usually where players lose time.

Mobile Lab Site

The Mobile Lab Site area is the first one you come across with the vehicle pad. It also has five challenges which are scattered around this area. While the race takes you back to the previous area, the photograph challenge leads you forward to the next area.

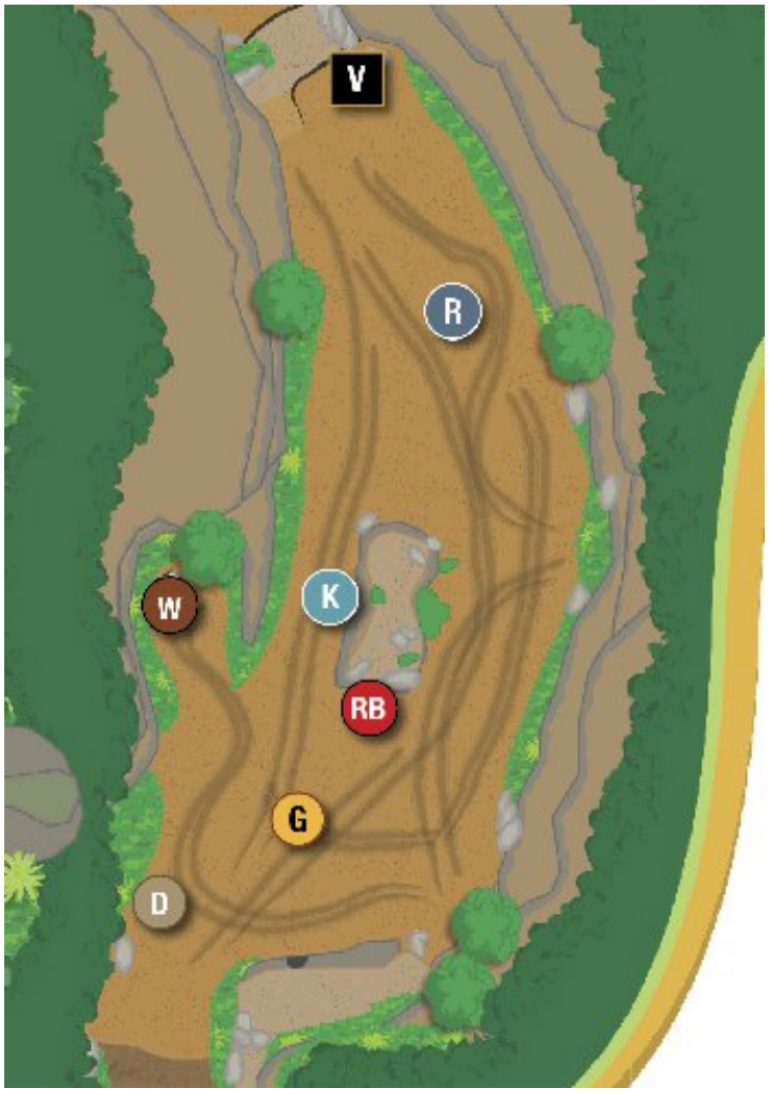
Mobile Lab Site Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Use a Dilophosaurus to spit at a pile of black rocks near the cliff's edge to break them up. Then move in and get the Gold Brick.
G2	Gold Brick	Water a grow spot with a character with that ability. When a flower blooms, a Gold Brick drops out.
G3	Gold Brick	You must rescue a captured Gold Brick. (See "The Caged Gold Brick.")
P	Photograph	Follow the trail around toward the Hunting Plains; then break a rock and build a tripod. Select a character with a camera and take the photo.
R	Race	Race through a series of checkpoints within the time limit. Since you need to be able to jump and run, use a Gyrosphere to do this.

The Caged Gold Brick

This Gold Brick is in a secluded part of the area. First you need a character with a knife or raptor claw to cut away a wall of vines. Continue down a short path to a clearing where a Gold Brick is suspended in a cage. Defeat the enemy that is guarding this spot. Then use the knife or raptor claw to cut a rope that is holding the cage. When the cage drops and breaks apart, the Gold Brick is released.

Hunting Plains

The Hunting Plains is in the middle of the hub and it's wide open compared to the other areas. There are a total of five challenges here.



Hunting Plains Challenges	

Icon	Type	Notes
D	Sick Dino	See “Healing the Dino.” (Completed in the Story Mode’s Hub Transit 7.)
G	Gold Brick	Select a large dinosaur that can break quake LEGO; then use it to break three of the pads to get the Gold Brick.
R	Race	Select a vehicle and then race around this area without letting time run out to complete the race and earn a Gold Brick.
RB	Red Brick	Use the Gyrosphere fling pad to break tech. Use the roar ability on the amber revealed and collect the Red Brick.
W	Worker in Peril	A worker is surrounded by a Compy herd. Use Eric Kirby’s ability to drive them away to save the worker and get a Gold Brick.

Healing the Dino

This challenge is completed in the Story Mode’s Hub Transit 7; see that section of the guide for an even more detailed walkthrough.

When you come upon the sick Triceratops, the three items needed to heal the dino are visible: the ice cream cone, banana, and mushroom.

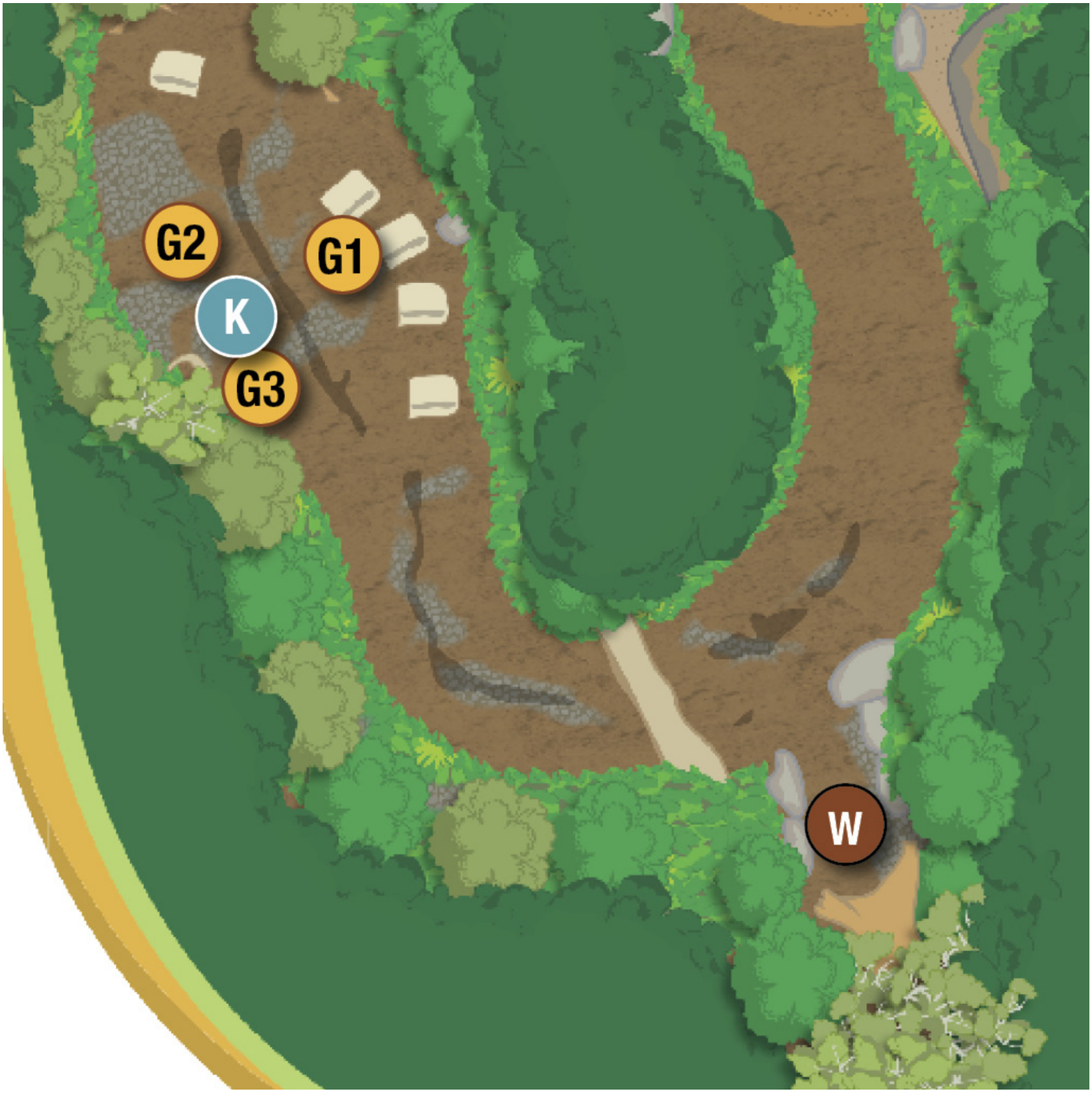
Tag to Nick Van Owen and head left along the rock wall. Use Nick’s crowbar on the rocks to clear the cave mouth. Then tag to Ian Malcolm, enter the cave using your flare, and nab the ice cream cone. Return to the Triceratops and feed him the cone.

Tag to Sarah Harding and rummage through the droppings pile behind the Triceratops to uncover a tracking item. Tag to Roland Tembo, pick up the item, and follow the blue tracks until Roland unearths the banana. Pick up the banana and feed it to the sick Triceratops.

Find the LEGO skeleton to the cave’s left where you found the ice cream cone. Smash the skeleton into build-it bones; then tag to Dr. Robert Burke, a paleontologist with the Bone-Build ability. Assemble the bones into a Buddy Boost, tag to Sarah, and step aboard. Tag to anyone else to jump and fling Sarah onto the terrace above. Smash the mushroom patch and pick up the remaining mushroom. Then take it to the Triceratops to complete the healing.

Hunter Camp

The InGen hunters have set up camp in this part of the jungle. While a few of them will fight you, there are others that need your help and will show their appreciation with rewards of Gold Bricks.

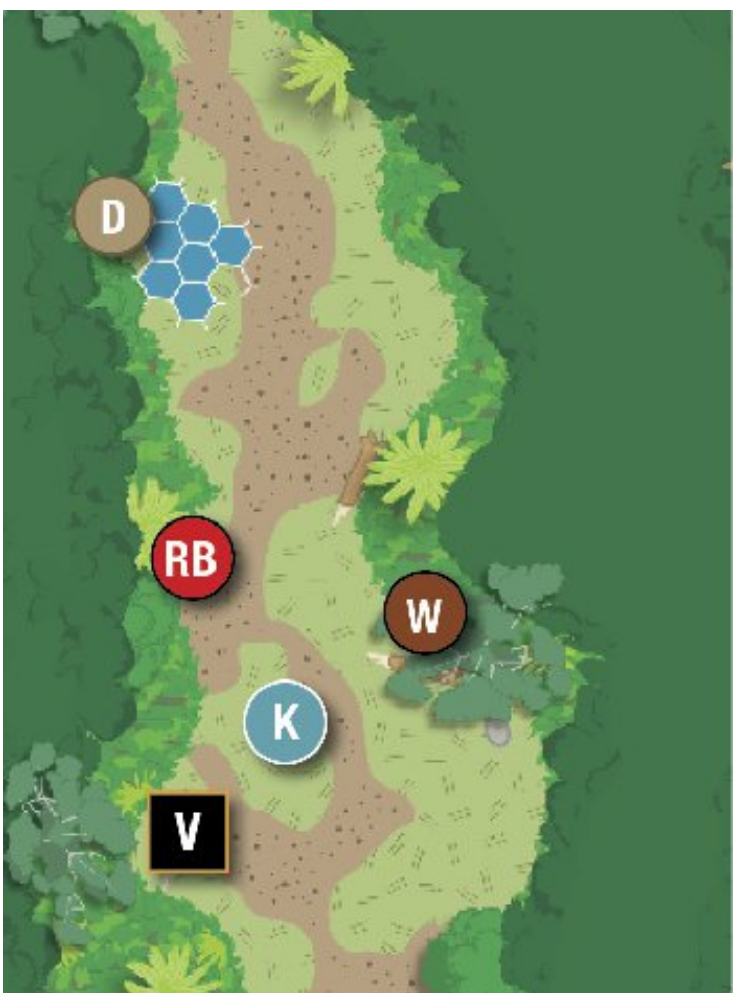


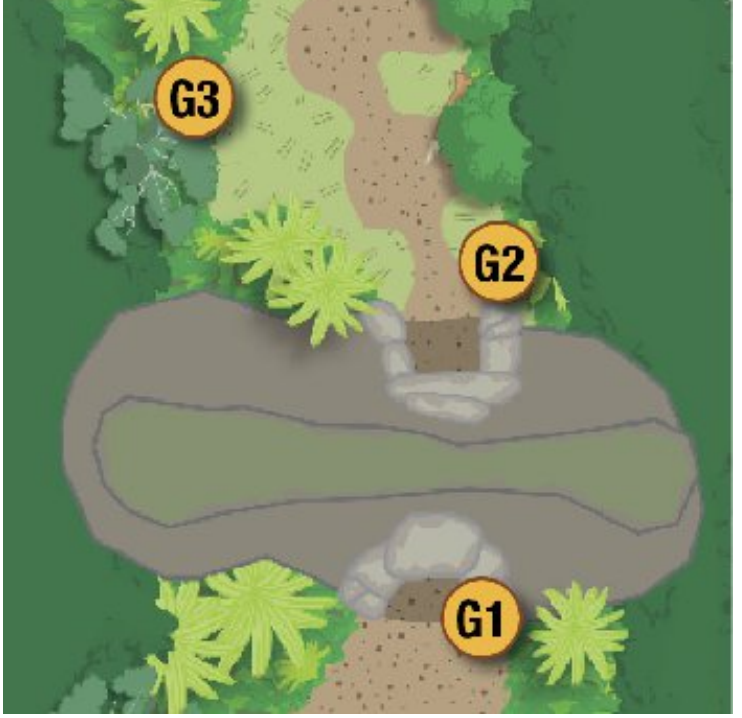
Hunter Camp Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Break up some crates near the tents and assemble the pieces into a giant marshmallow for toasting over the campfire to get this Gold Brick.
G2	Gold Brick	Grow some flowers and play music to get this Gold Brick. (See “Musical Flowers.”)
G3	Gold Brick	A hunter has lost his rifle. Use a small character to go through a hatch in the tree to find the rifle. Pick it up and take it back to the hunter to get a Gold Brick.
W	Worker in Peril	Cut away a wall of vines with a knife or raptor claw; then use Eric Kirby to drive away a Compy herd to save this worker and get a Gold Brick.

Musical Flowers

A grow spot is near the map kiosk. Select a character with this ability and water the grow spot. The plant blooms into four different colored flowers. Watch as the flowers vibrate one at a time and each play a musical note. Then jump on the flowers in the same order to repeat the musical piece. If you are not sure where to jump next, some sparkles appear above the next flower you need to jump on. Play the music exactly and a Gold Brick appears.

Long Grass





This area contains six challenges which are all located near one another. While some are fairly obvious, others are a bit more hidden. Be sure to look around and even look up to find objects that will lead you to Gold Bricks and a Red Brick.

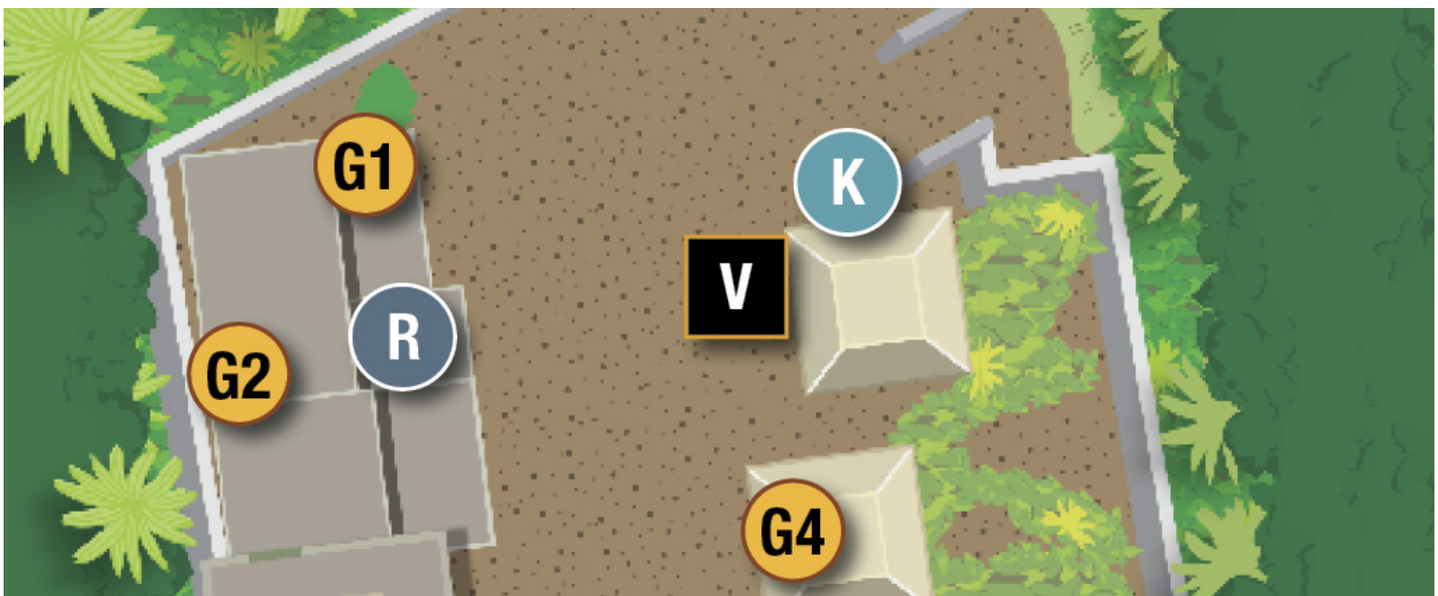
Long Grass Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	Heal a sick Velociraptor to get this Gold Brick. (See “Raptor Recovery.”)
G1	Gold Brick	On the outside of the waterfall tunnel, use a grappling hook on an orange piece. Then climb up the rope and jump across the grab points to get the Gold Brick.
G2	Gold Brick	Use a crowbar to pry open a rock to get at the Gold Brick.
G3	Gold Brick	Select a raptor and pull on a raptor rail to get to the Gold Brick.
RB	Red Brick	Switch to a raptor and follow a scent trail around the area to find the Red Brick.
W	Worker in Peril	A worker is stuck under a vehicle. Pull the worker out from under the vehicle and get the Gold Brick.

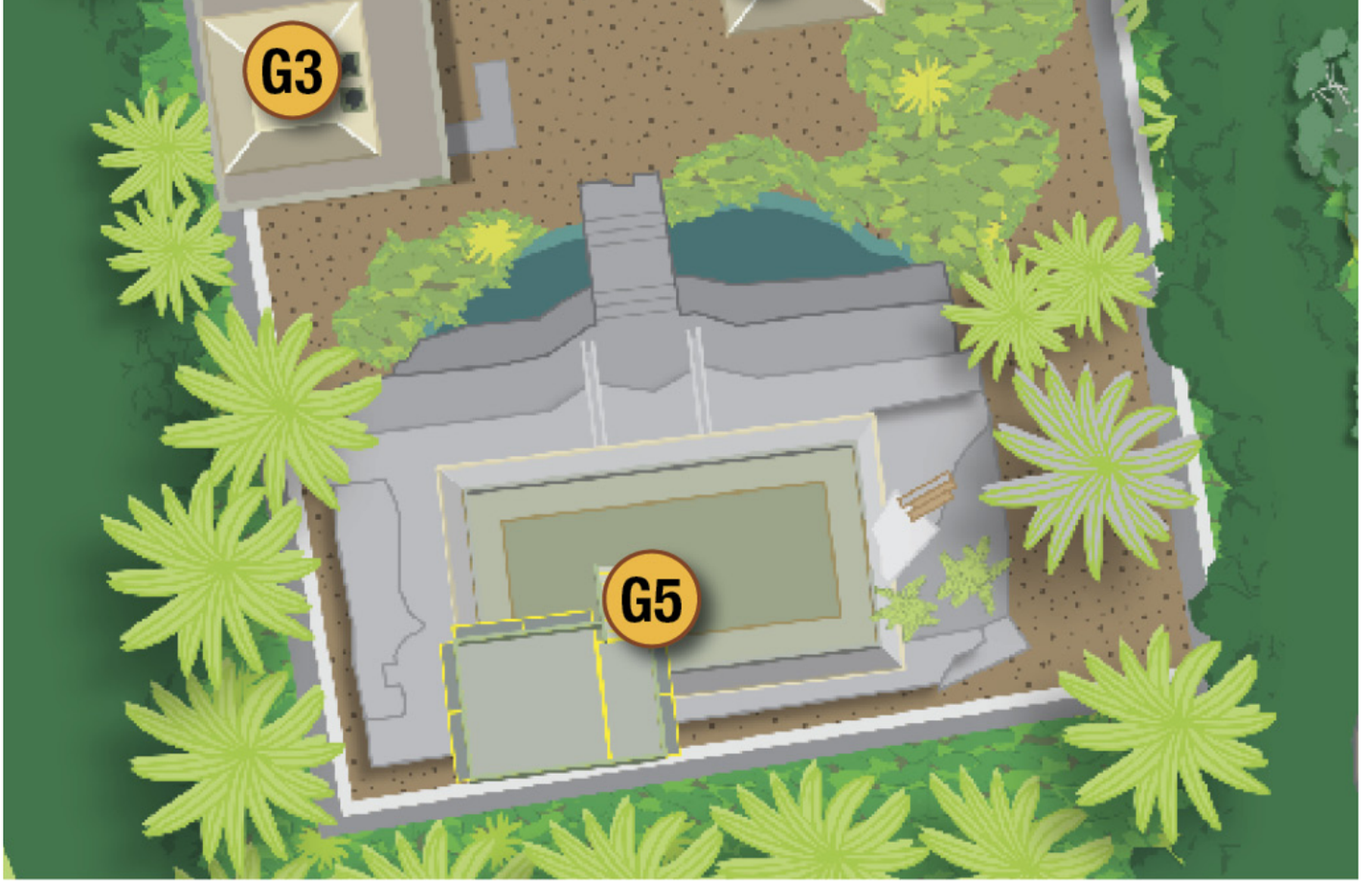
Raptor Recovery

A sick raptor is near the dino pad. Select a character who can rummage through dino droppings to find out the cause of the illness. The raptor needs three types of meat: a chicken leg, a sausage, and a steak. Look for a grow spot. Break a rock to get it and then water the spot. A giant carnivorous plant grows and spits out the sausage. Take it back to the raptor. Next, locate a dig spot and dig up a bone. Switch to a character who can track and follow the trail to the chicken leg. After giving it to the raptor, break up a red and white striped barricade and assemble the pieces into a cooler filled with steaks. Pick up a steak and feed it to the raptor to complete the treatment and earn a Gold Brick.

Communications Center

The Communications Center is located at the end of the long and winding trail which began at the docks. Six challenges are here, all within the walled compound. You will need to get on the roofs of two buildings for a few of the challenges.





Communications Center Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	This Gold Brick is located in a garage. (See “Car Repair.”)
G2	Gold Brick	As a raptor, follow scent trails on the roof of the building to find the Gold Brick.
G3	Gold Brick	Go around the back of the tower and break up objects to find a hatch. Use a small character to go through the hatch and get to the top of the tower. Then use a screaming character to shatter the glass to get the Gold Brick.
G4	Gold Brick	Use a Dilophosaurus to spit several times at the black sign on the wall to break it into pieces and get the Gold Brick.
G5	Gold Brick	Switch to a Compy and go through Compy Tubes to get the Gold Brick
R	Race	As a raptor, pounce onto the garage roof using the raptor rail; then race through a series of checkpoints which require you to jump. Complete the race before time runs out and get a Gold Brick.

Car Repair

This Gold Brick is in a garage with the door closed. You must find a way to open the door. Select a dino that can break cracked objects and break down a wall to get into the building. Switch to a raptor and pull on a raptor rail inside the building to open the garage door.

Once the door is open, you can see the Gold Brick inside the engine compartment of a broken-down automobile. Select a character with the repair ability and move to the side of the vehicle and fix it. The hood then opens and out pops the Gold Brick.

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Hub Areas

Isla Sorna

Isla Sorna revisited is the hub you travel through when playing Movie 3, the part of LEGO Jurassic World based on the third Jurassic Park movie, *Jurassic Park III*.

ICON	MAP LEGEND
K	Kiosk
V	Vehicle Spawn Pad

InGen Compound

This is the area around InGen research lab that you explored in level 13, “The Breeding Facility.” Five simple Gold Brick challenges can be found here.

InGen Compound Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	A lone Compy attacks when you step onto the paved area. Defeat it to trigger a wave of Compy attackers. Knock out the enemies within the time limit.
G2	Gold Brick	Shoot the electric switch in the yard with an electric rifle.
G3	Gold Brick	Switch to a raptor and pull the dino switch.
G4	Gold Brick	See “Find G-E-N.”
G5	Gold Brick	After you shatter the glass entrance with a scream character, solve the academic panel inside the facility.

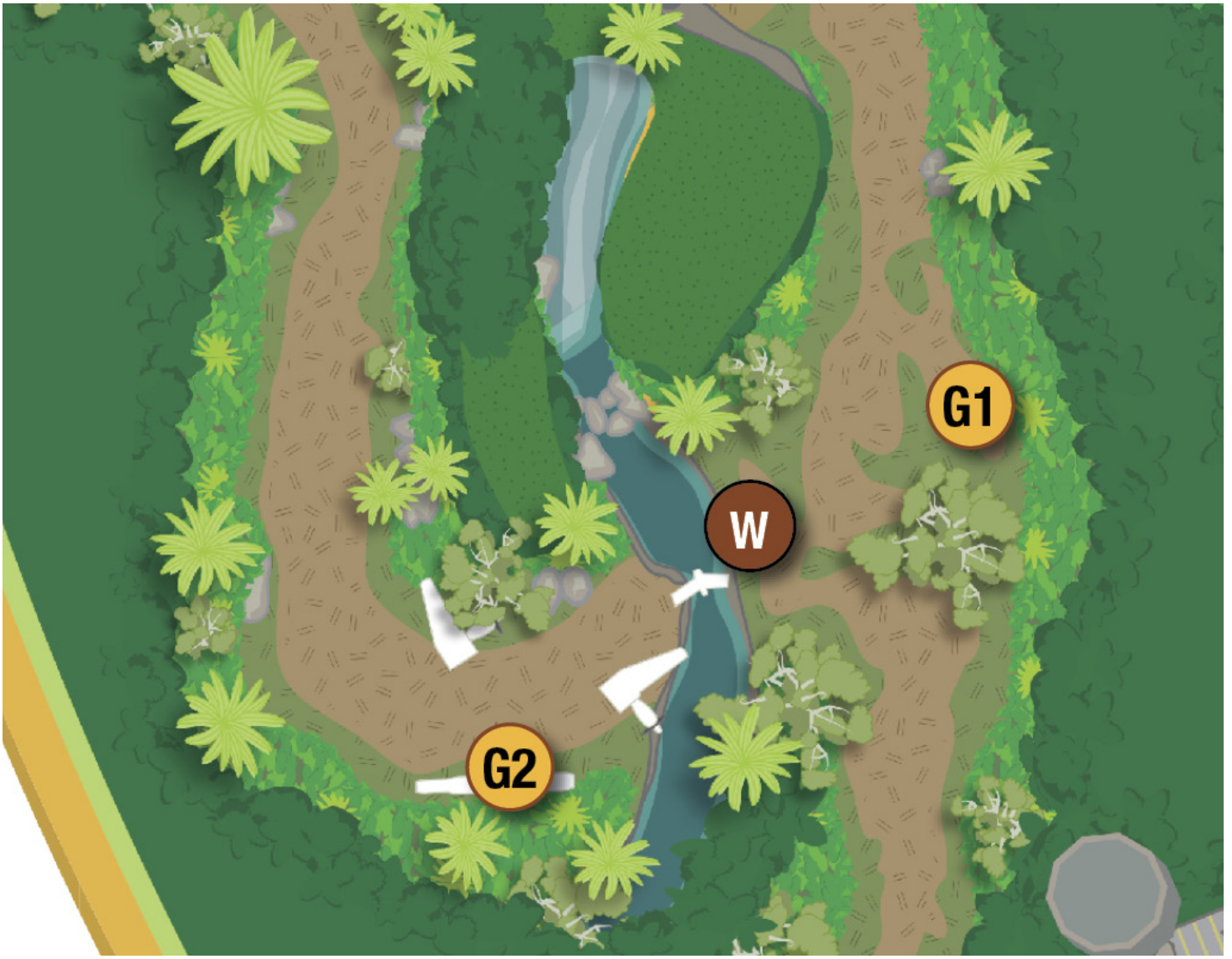
Find G-E-N

Switch to a raptor and follow the yellow mist scent trail that starts in front of the InGen sign. At trail's end, the raptor digs up a tile with the letter "G." Pick it up and put it on the InGen sign. Switch to a sharpshooter and target the bull's-eye atop the fence to get the "E."

Switch to a character with the Scream ability and shatter the glass door to enter the facility. Inside, use a crowbar character to pry open the cabinet and get the letter "N." Take it out to complete the sign. The Gold Brick appears on the facility's porch **(G4)**.

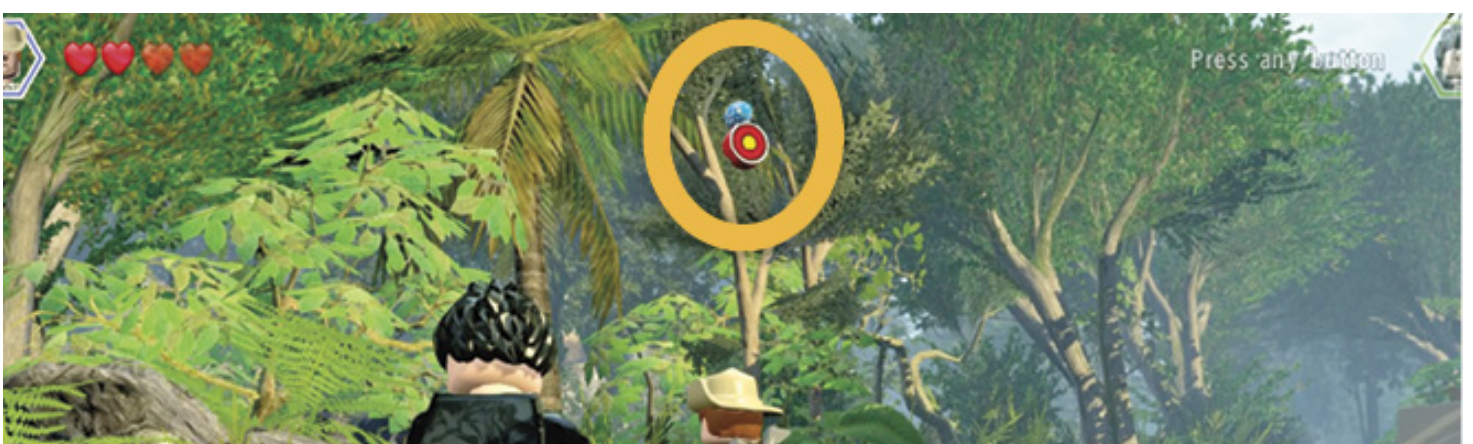
Crash Site

This area filled with airplane debris features a Worker In Peril and three Gold Bricks, one of which is for rescuing the worker. Also note a raptor scent trail that begins in this area ends in the next area, Spinosaurus Territory. The Gold Brick that you find counts toward the total listed for that area, not this one.



Crash Site Challenges		
Icon	**Type**	**Notes**
W	Worker In Peril	Cut through vines near the tailpiece bridge over the stream to find a rope winch. Slice that too to cut down Ben Hildebrand from the tree.
G1	Gold Brick	See “Three Nest Eggs.”
G2	Gold Brick	Use a charging dinosaur to smash open the cracked airplane fuselage and snag the Gold Brick from the cargo hold.

Three Nest Eggs



Numerous baskets of eggs sit alongside the main path next to the big tree **(G1)**. Three of the baskets (with colored eggs) are all one egg short. Walk across the tailpiece that forms a bridge over the stream and continue through the airplane debris until you reach the bull's-eye up in the tree. Sharpshoot it to get the speckled blue egg; then go and put it in the basket with the matching eggs.

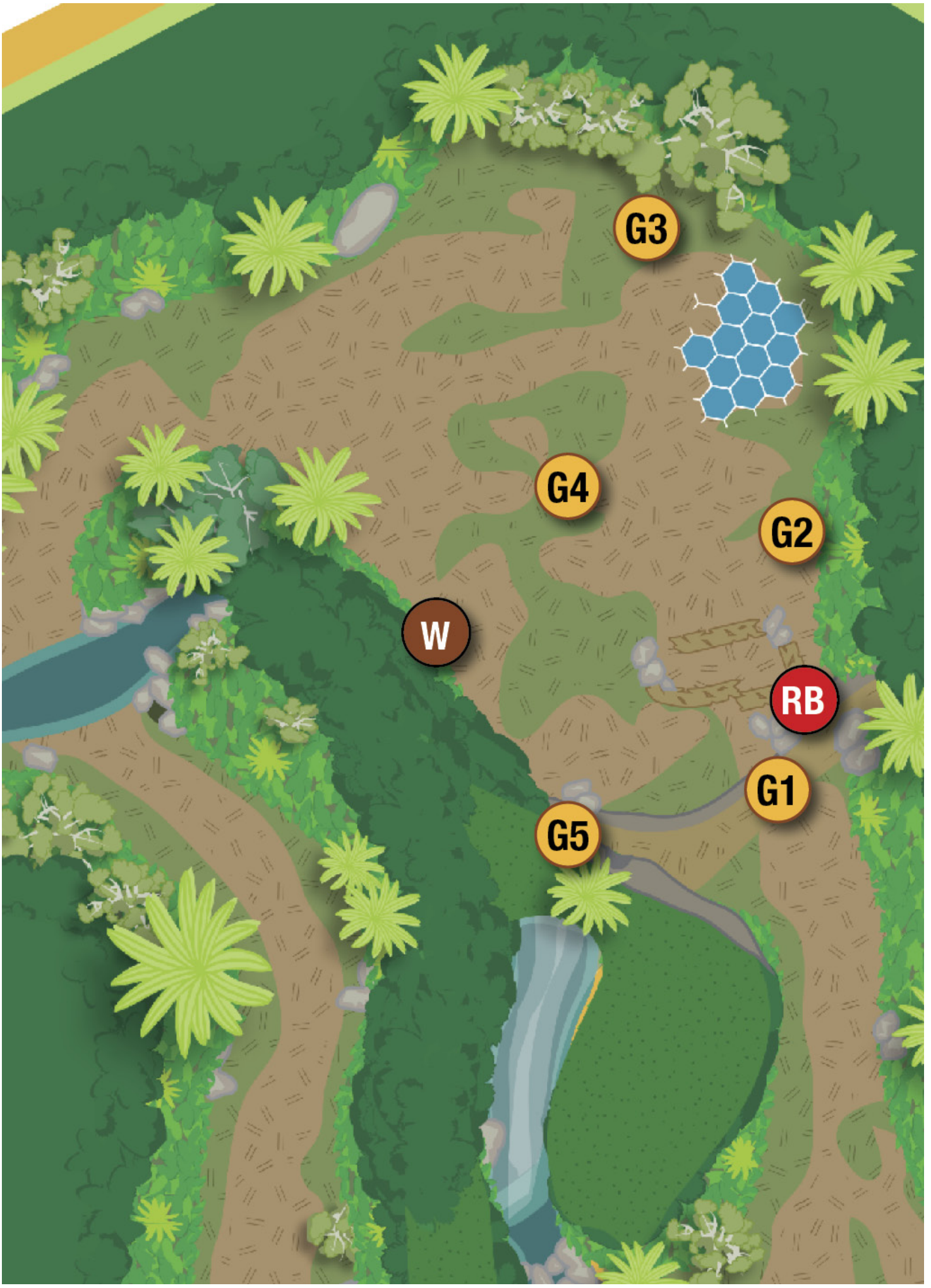
Go back to the crash debris and dig up loose dirt next to the airplane fuselage to find the speckled pink egg and take it to its matching basket. Then head up the path to the droppings pile at the cliff's edge.

Rummage through the droppings to find the speckled orange egg and put it in the basket with its matching eggs to earn the Gold Brick.

Spinosaurus Territory

This big clearing includes a useful Dinosaur Spawner. Look for a Worker In Peril, six Gold Bricks (including one for saving the worker), and a valuable Red Brick. Note that one of the Gold Brick challenges is a raptor scent trail that actually starts back at the Crash Site area. Note also that you must assemble the spawner's control panel from a pile of build-it parts before you can use it.

Spawner Cost
You need 90 Gold Bricks in your collection before you can use the dino spawner.


G3
G4
G2
W
RB
G1
G5

Spinosaurus Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Back at the Crash Site, switch to a raptor and follow the scent trail that starts at the tailpiece bridge. It leads up the trail to the cliff edge where the raptor unearths a Gold Brick.
G2	Gold Brick	Rummage in the droppings pile; then assemble the build-it pieces into a phone booth. A Gold Brick falls out!
G3	Gold Brick	Water the plant root near the dino spawner. Jump to the twirl poles that sprout from the flower that grows and swing over to the green vine. Climb the vine and jump through the Gold Brick.
G4	Gold Brick	Spawn a T. rex from the dino spawner and use its roar to shatter the amber block in the center of the clearing. This triggers an attack wave of bone Velociraptors! Destroy the enemies within the time limit to earn the Gold Brick.
G5	Gold Brick	See “Cave Brick.”
W	Worker In Peril	Send the T. rex you just spawned over to the worker trapped in a bone cage and bite off the dino-strength barrier to free Nash and earn a Gold Brick.
RB	Red Brick	Spawn a Compsognathus and find the opening in the logs. Work your way through the short maze to reach the Red Brick.

Cave Brick

Approach the dark cave up on the cliff overlooking the clearing. To reach the cave mouth, spawn a T. Rex and roar at the amber rock face below the cave. It shatters to reveal a climbing wall.

Use a climber to scale the wall up to the cave mouth. Switch to a character with illumination and enter the cave to grab the Gold Brick.

Eric’s Hideout

This is the same enclosure and island where you completed Level 14, “Eric Kirby.” Look for five Gold Bricks in this fairly straightforward area.

Eric's Hideout Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	See "Scan & Slam the Vent."
G2	Gold Brick	Switch to a dilophosaurus and spit to break apart the three black LEGO blocks in the area. The third one is in the open garage just to the right of the observation tower.
G3	Gold Brick	Switch to Eric Kirby and hop across the water to the crate next to the Compy swarm. Stop there and toss a bottle of T. rex scent to scatter them. Grab the brick from the truck hatch that pops open.
G4	Gold Brick	Water the plant root on the shore just across from the truck to grow a wild vine with two bounce-pad flowers. Bounce to the second flower; then bounce up again to the Gold Brick floating above it.
G5	Gold Brick	Back on shore, use the goo spit of a Dilophosaurus to break apart the black LEGO near the truck and reveal a cave. Switch to an illumination character (like Ian Malcolm with a flare) to enter and grab the brick inside.

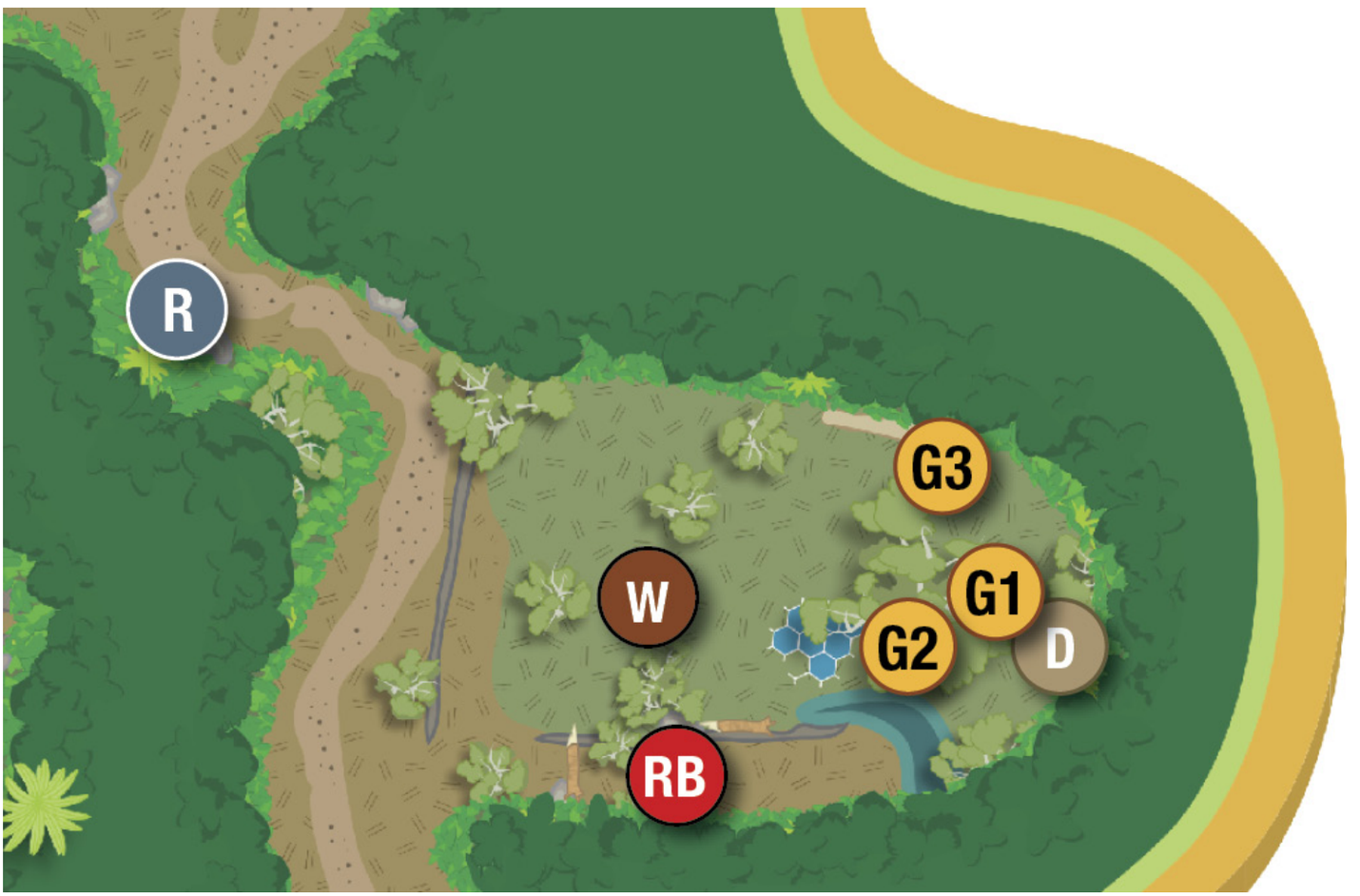
Scan & Slam the Vent

Switch to a character with a scanner and use it on the sparkling wall in the enclosure to reveal a cracked LEGO wall. Bash it open with a charging dinosaur to reveal a small-access vent.

Switch to a character with small-access ability and crawl in the opening to emerge on the small balcony above. Grab the Gold Brick there and crawl back to the ground.

Ankylosaurus Territory

This area features a nice variety of collectibles. Heal a sick dino, rescue a worker, and complete a race, all of which earn a Gold Brick each. Also look for three more Gold Bricks and a Red Brick. Here's a tip: You need a custom dinosaur to get one of the Gold Bricks—a Velociraptor with a T. rex head; now it can roar like a big dino!



Ankylosaurus Challenges		
Icon	**Type**	**Notes**
W	Worker In Peril	Pull out the worker stuck under the log to pick up a Gold Brick.
RB	Red Brick	A big nest sits nearly hidden on a narrow terrace to the right just as you enter the area. Deliver three lost eggs to the nest and get a Red Brick in return! One egg is on the ground at the base of the tree not far from the kiosk. Another is behind the wall of vines near the sick dino. The third is on the terrace where the nest sits, just beyond it.

G1	Gold Brick	Have Eric Kirby toss a bottle of T. rex scent to chase the Compy pack away from the loose dirt pile near the sick dino. Dig in the dirt to find a Gold Brick.
G2	Gold Brick	Use a dinosaur with charge ability to bash open all four of the cracked LEGO boulders around the area. You find a Gold Brick inside the fourth rock, regardless of order.
G3	Gold Brick	Here's a really tricky one. There's a Gold Brick inside that amber rock in the clearing. But you can't spawn a large dinosaur at the dino spawner here, so you need a custom dinosaur to shatter the amber. At a Dinosaur Customizer in the Visitor Center or the Innovation Center, add a head with the Roar ability (like T. rex) to a small or medium dinosaur like the Velociraptor. Return to Ankylosaurus Territory and use that dinosaur to roar at the amber rock, releasing the Gold Brick inside.
D	Sick Dino	See "Healing Ingredients."
R	Race	Spawn a Gyrosphere at the Aviary vehicle pad and drive up to the starting gate at the top of the path. This race runs straight down the path to the beach. Beat the time for each gate to win a Gold Brick.

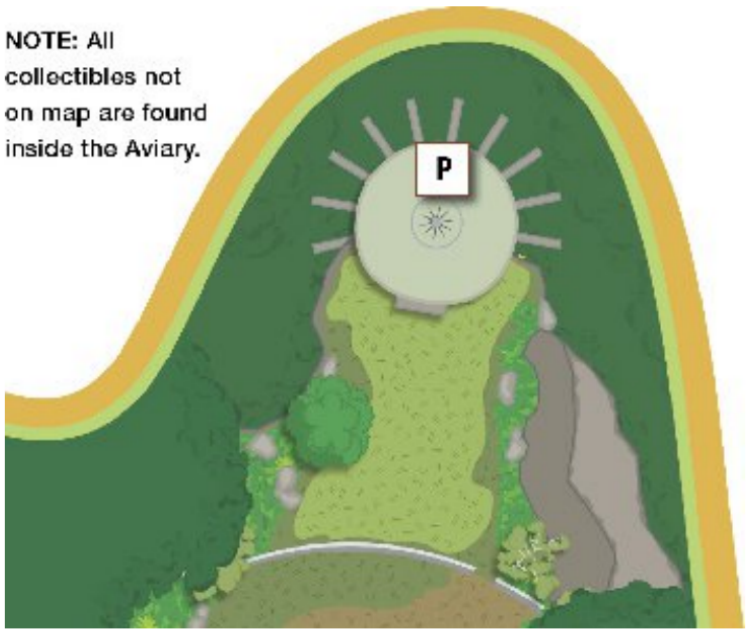
Healing Ingredients (Sick Dino)

The sick Ankylosaurus in the clearing really needs your help. Rummage in its droppings to reveal the items you need. First, grapple open the log just right of the dino to find a mushroom to feed it. Then head across the clearing, switch to a raptor, and follow the scent trail that starts on the narrow terrace (near the Red Brick nest) to find a banana for the dino.

The last ingredient is trickiest. Send a character with the small-access ability into the low hatch in the big tree next to the Dino Spawner. You emerge on a high branch. Spot the glowing leaf up high on the next tree over. Switch to Billy Brennan and make a parachute glide across to get the leaf. Then glide down to the dino and give him the final ingredient.

Isla Sorna Aviary

This huge space is unlike anything you've seen before. It calls for a lot of flying—far more than any of your humans can do with a mere parachute. But the dino spawner here lets you produce Pteranodons and Dimorphodons, so you're all prepared.

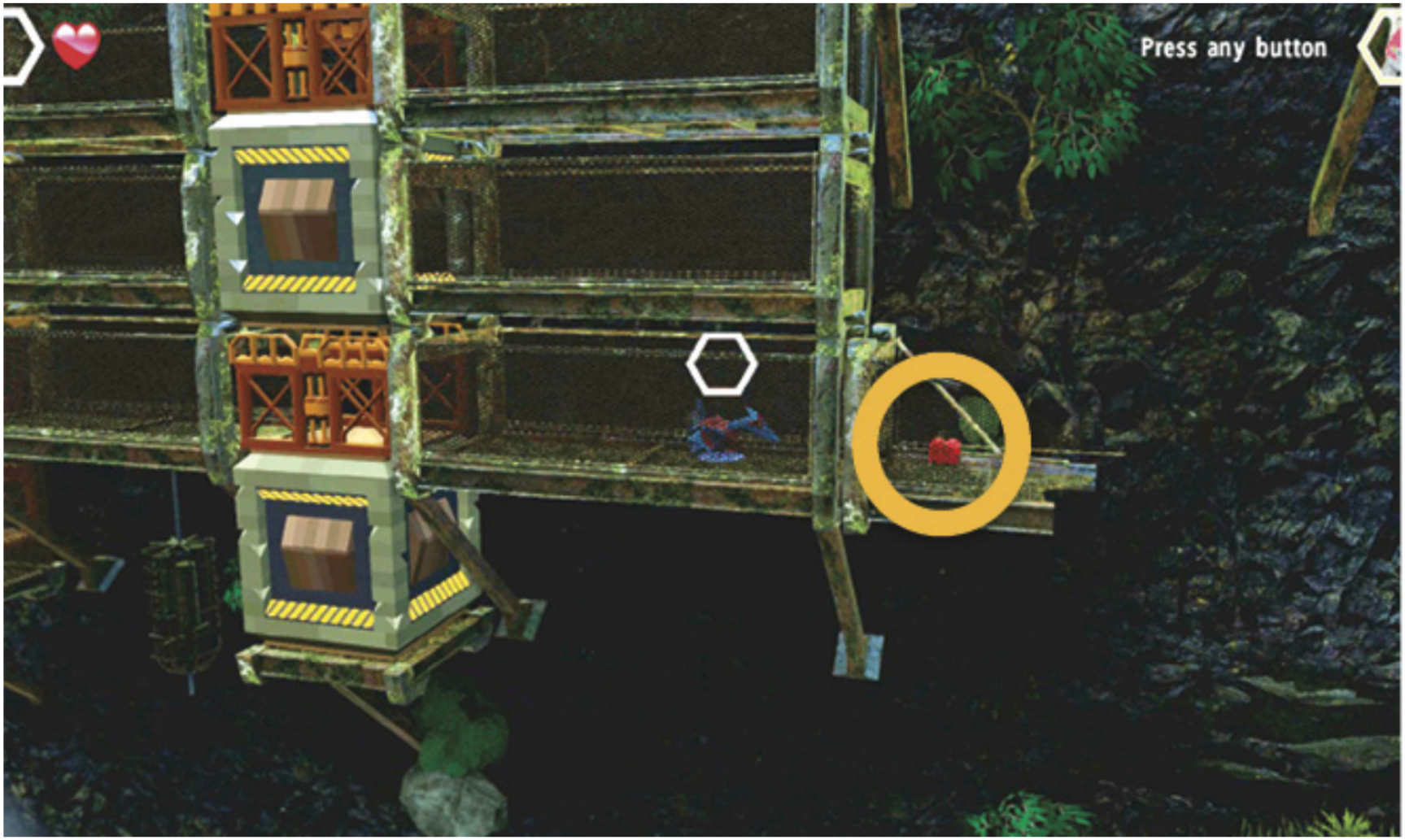


Isla Sorna Aviary Challenges		
Icon	**Type**	**Notes**
P	Photograph	Find the photo spot near the window on the entry level before you descend the stairs into the aviary.
G1	Gold Brick	Fly a dino through the rock arch to snag a Gold Brick floating in the center.
G2	Gold Brick	Smash three skeleton crews: a band directly across from the spawner; a lone picnicker on the low, small outcropping; and a bony tennis match on the narrow peninsula sticking out from the side opposite the spawner.
G3	Gold Brick	Defeat Troodons defending their eggs down on a lower plateau. Knock out the enemies and win the brawl to pick up a Gold Brick in the middle of the three eggs.
G4	Gold Brick	Fly a Pteranodon to the center bridge and pull then release the walkway switch to smash the debris blocking the way. Glide Billy across the bridge gap; then switch to a crowbar character and pry open the gate. Walk left to the closed gate; you can see the Gold Brick just beyond it. Switch to the Pteranodon and pull then release the switch above the walkway to open the gate. Switch back to your human character to walk in and grab the brick.
G5	Gold Brick	Walk Billy Brennan onto the diving board and press Use. Fly through the stud circles and land on the small platform to get the Gold Brick.
R	Race	Just above the spawner is the first gate of an aerial checkpoint race. Hit all the gates in time to earn a Gold Brick.
RB	Red Brick	See “Pulling Switches.”

Pulling Switches (Red Brick)

Fly a Pteranodon across the aviary to the three-level mesh corridors and land on the icon at the switch. Press Use to pull the switch. This lowers the lifts one level.

Now switch to the baby Pteranodon one level below and move it leftward through the opening in the lift. Keep going left until the baby drops down to the second level. Tag back to the adult Pteranodon and press Use to release the switch, which raises the lifts back up one level. Tag back down to the baby Pteranodon then move left into the brown cage to drop the baby down to the third level.



Now walk the baby to the right as far as possible; then tag back to the adult Pteranodon. Pull the switch again to lower the lift. Tag back to the baby and go all the way to the Red Brick at the far right end of the bottom level walkway.

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Hub Areas

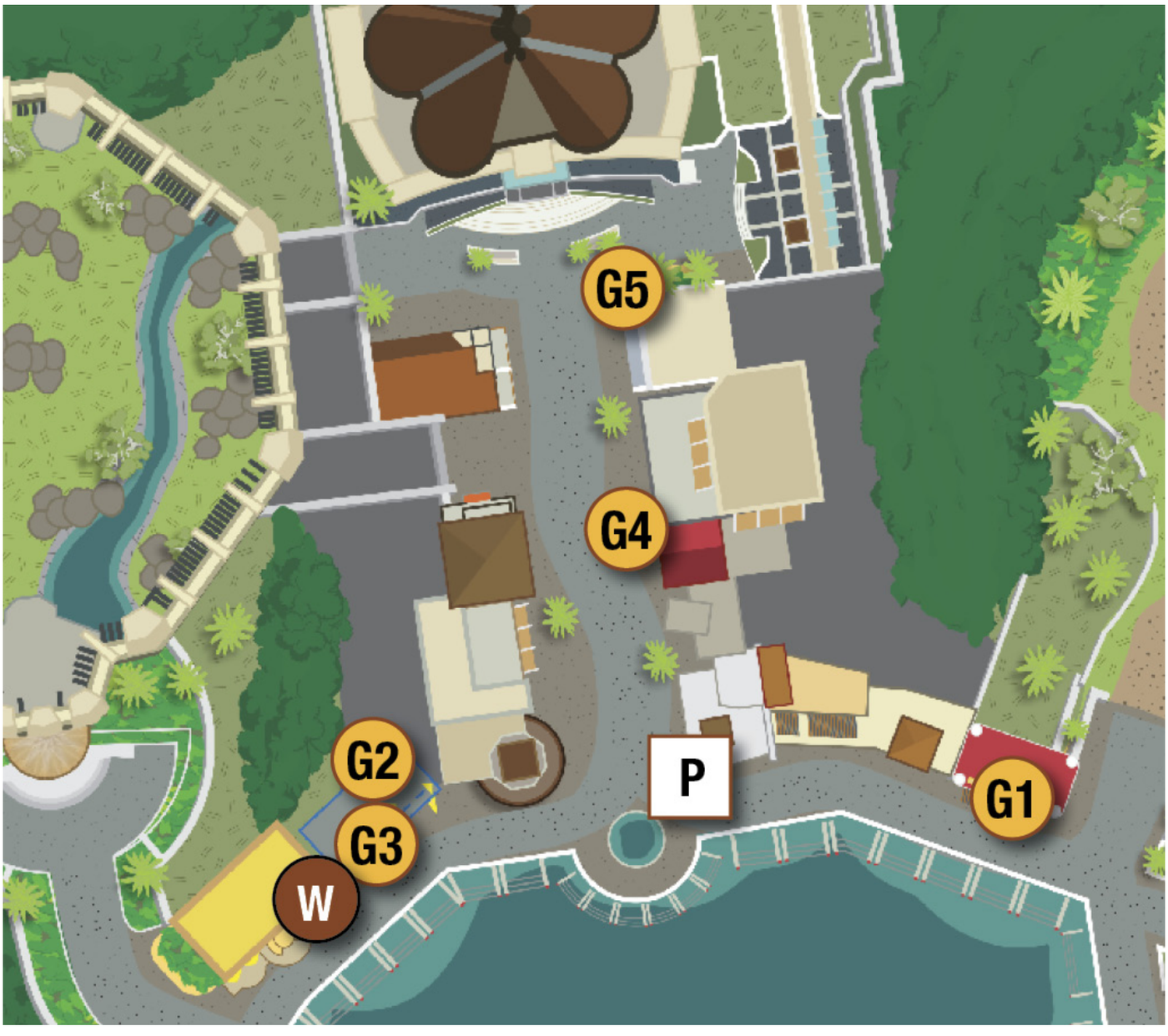
Jurassic World

Jurassic World is the hub you traveled through while playing Movie 4. This is a busy, fully functional park with working attractions, throngs of park visitors, and plenty of interaction with live dinosaurs.

ICON	MAP LEGEND
K	Kiosk
V	Vehicle Spawn Pad

Main Street

Jurassic World's main thoroughfare is bustling with crowds. Here you can find five Gold Bricks plus a photography spot and a Worker in Peril that can earn you two more Gold Bricks.



Main Street Challenges		
Icon	**Type**	**Notes**
P	Photograph	Take a photo on the corner where Main Street meets the waterfront walk.
G1	Gold Brick	See "Smash the Saxophones."
G2	Gold Brick	Send a hacker like Lex Murphy to play the driving game in the Arcade on the waterfront walk. Make it across the finish line in time by avoiding the cars along the road.
G3	Gold Brick	Shoot the electric switch above the Arcade with an electric rifle to activate the rocket ship ride and earn a brick.
W	Worker In Peril	Help the poor fellow trapped under the Cupcakes shop security door. Send a Velociraptor to pull and release the dino switch between the shop and the Theatre.
G4	Gold Brick	Shoot the bull's-eye in the souvenir stand to trigger a shooting gallery. Shoot all six new bull's-eyes that appear to win the Gold Brick.
G5	Gold Brick	Find the climbing blocks on the pillar here near the entrance to the monorail. Hop up the blocks to the roof; then run to the right until you reach the Gold Brick.

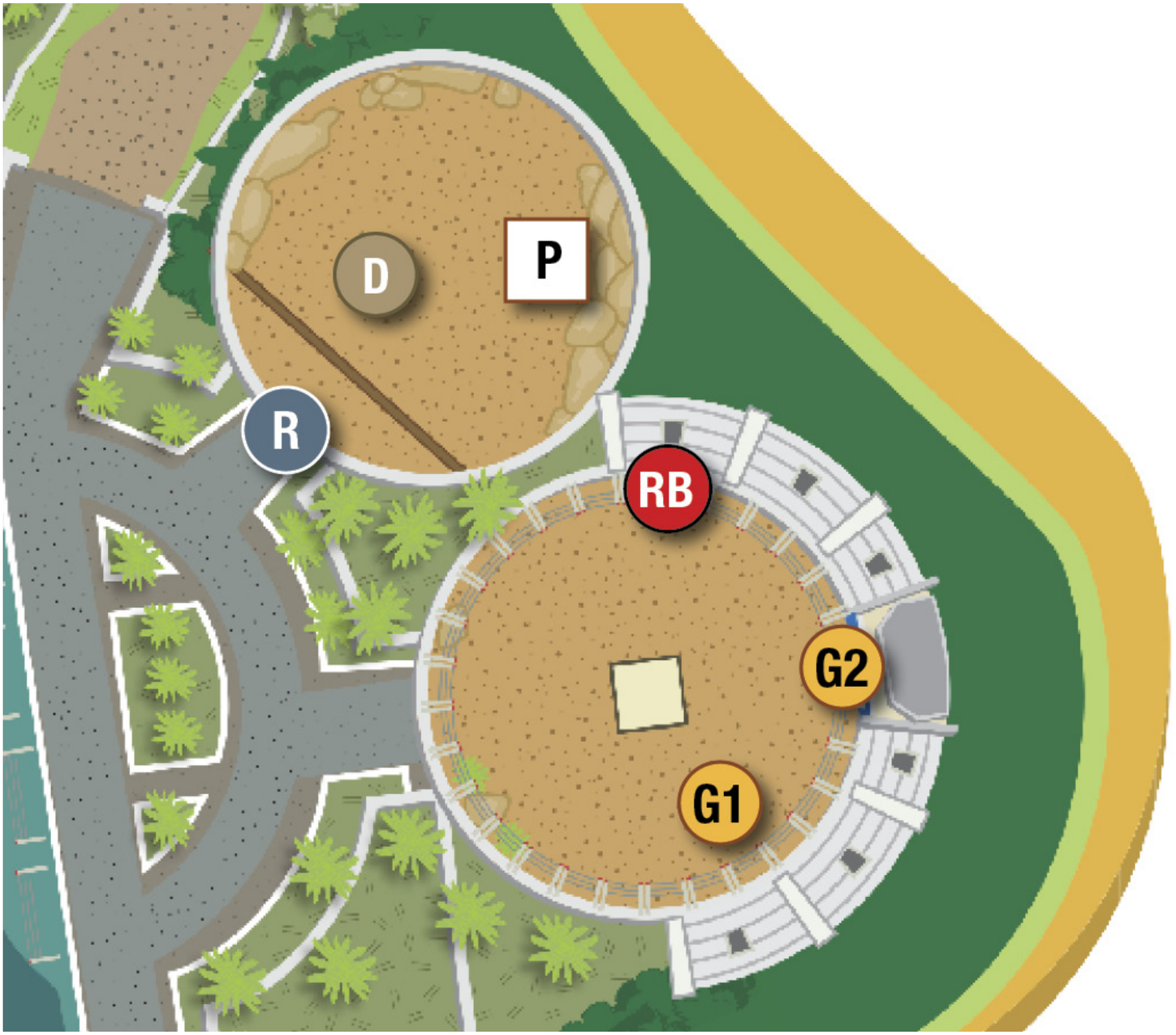
Smash the Saxophones

Find the Music Store on the waterfront walkway and switch to a Compsognathus. Use both of the green Compy Tubes, one on either side of the store. Each one drops your Compy onto the awning where you can smash a huge gold saxophone.

When you shatter the second saxophone, a compartment drops open revealing a Gold Brick. Switch from the Compy to any character to jump over and grab the brick.

East Boardwalk

The East Boardwalk area features three freestanding Gold Bricks, plus bricks for using a photography spot, healing a sick dino, and a completing checkpoint race. You can also find a Red Brick here too.



East Boardwalk Challenges		
Icon	**Type**	**Notes**
P	Photography	Take a photo at the spot in the Petting Zoo just to the left of the soccer goal.
D	Sick Dino	See “Dino Food.”
R	Race	Switch to a fast runner like Gallimimus and start the race from the gate at the entrance to the Petting Zoo. Follow the gates all the way back to Safari Plains to win.
G1	Gold Brick	In the Pachycephalosaurus Arena, use a stun-gun to open the lift door. Enter the lift cage and ride up into the arena. Then follow the scent trail with a raptor to unearth a Gold Brick.
G2	Gold Brick	Inside the Pachycephalosaurus Arena, use a Pachycephalosaurus to head-bash through the cracked LEGO door. Then defeat the waves of attackers within the time limit.
G3	Gold Brick	Kick the soccer ball into the goal three times in the petting zoo.
RB	Red Brick	In the Pachy Arena, use a raptor to pull and release the dino switch to bring up a black LEGO target. Switch to a Dilophosaurus and spit goo at the eight targets within the time limit to win a Red Brick.

Dino Food

Find the sick dino in the Petting Zoo. You need three items for the beast. First, grab the nearby tracking object (some berries) and follow the trail to unearth a plant root. Water the root to grow a big apple tree, and then give the tree a punch to shake out an apple. Feed the apple to the hungry dino.

Next, solve the academic board to activate the nearby conveyor that dumps a green crate. When the crate breaks, grab the croissant and feed it to the dino. Finally, use a repair guy to fix the blue food dispenser in the back of the enclosure. When it spits out a carrot, feed it to the dino.

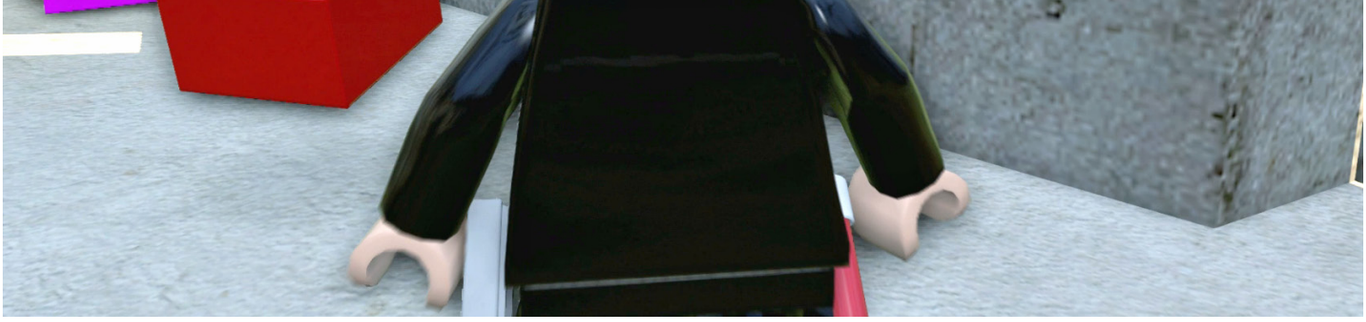
West Boardwalk

The highlight of the West Boardwalk is the T. rex paddock. Look for a photo spot, a Red Brick, a pair of races (one inside and one outside the paddock), and five standalone Gold Bricks.

West Boardwalk Challenges	

Icon	Type	Notes
R1	Race	Use a crowbar to open the pigpen on the patio outside the T. rex paddock. Hop on the speedy pig and ride to the starting gate just ahead. Beat the time at each gate to earn a Gold Brick. The course takes you all the way to Gyrosphere Valley!
G1	Gold Brick	After you use Jurassic World Access to unblock the lift platform then ride down, shoot the electric switch left of the lift with an electric rifle. This releases the T. rex into the pen and drops a Gold Brick up on the viewing balcony.
P	Photography	Find the photo spot in the center of the paddock near the central rock formation.
G2	Gold Brick	Use T. rex's roar to shatter the amber on the dino spawner, uncovering a Gold Brick.
G3	Gold Brick	Use T. rex's roar to shatter the amber hatch over the academic board by the big entry doors. Solve the equation to open the gate and release four Gallimimuses. Switch to T. rex and hunt them all down to earn a Gold Brick that appears on the ground by the big gate.
RB	Red Brick	See "Red Brick Tower."
R2	Race	Mount the cow on the low rock near the left tower and ride to the starting gate. Race through the course in time to earn a Gold Brick. (Like the pig, the cow is very fast.)
G4	Gold Brick	Switch to a charging dinosaur and smash all four of the cracked LEGO boulders in the enclosure to earn a Gold Brick.
G5	Gold Brick	Use a Compy to climb the right tower via the green Compy Tube. A Gold Brick sits on the platform, waiting for you.

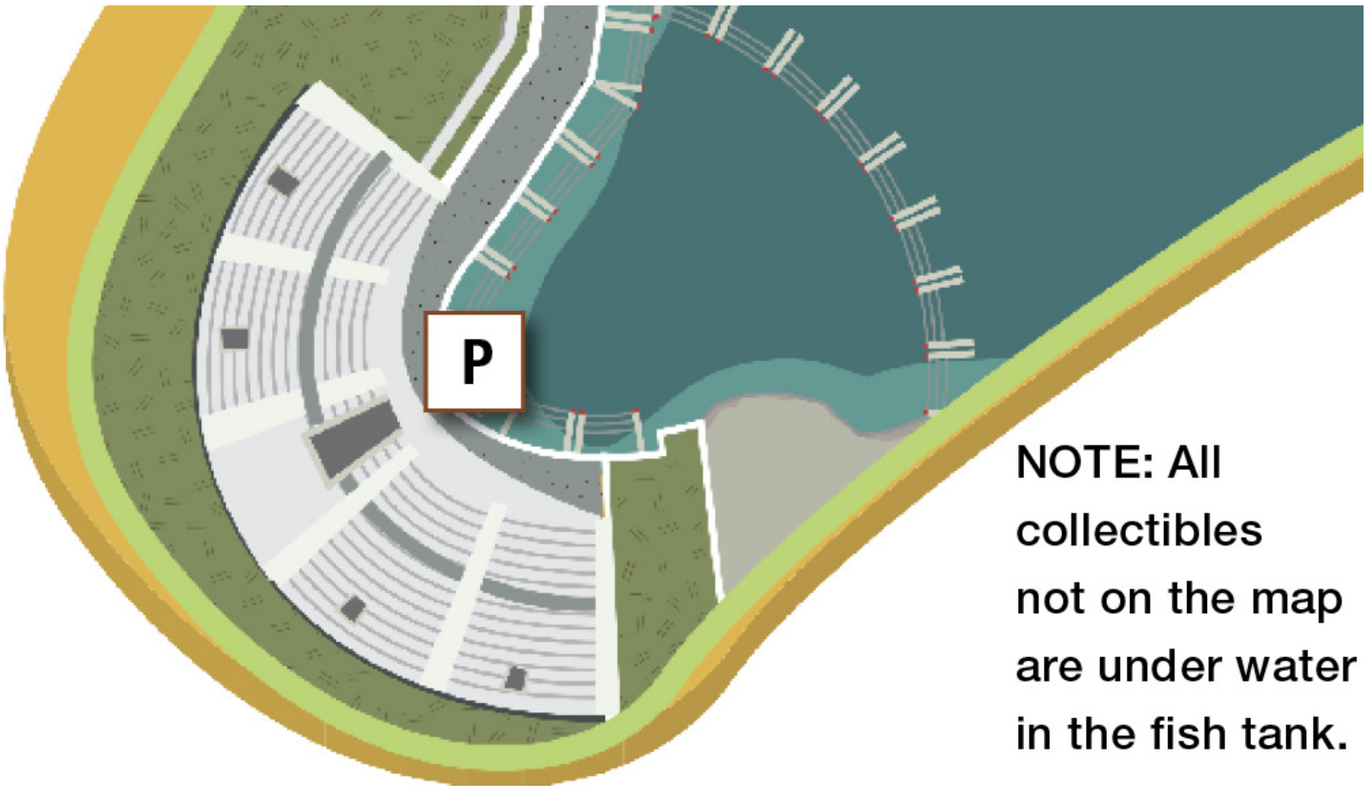
Red Brick Tower



As T. rex, bite apart the dino-strength boulder to get access to the rock platforms under the left tower. Switch to a human and hop up the rocks to the spiky green plant. Smash and reassemble it into a bounce pad. Continue up the tower to find the Red Brick!

Mosasaurus Arena

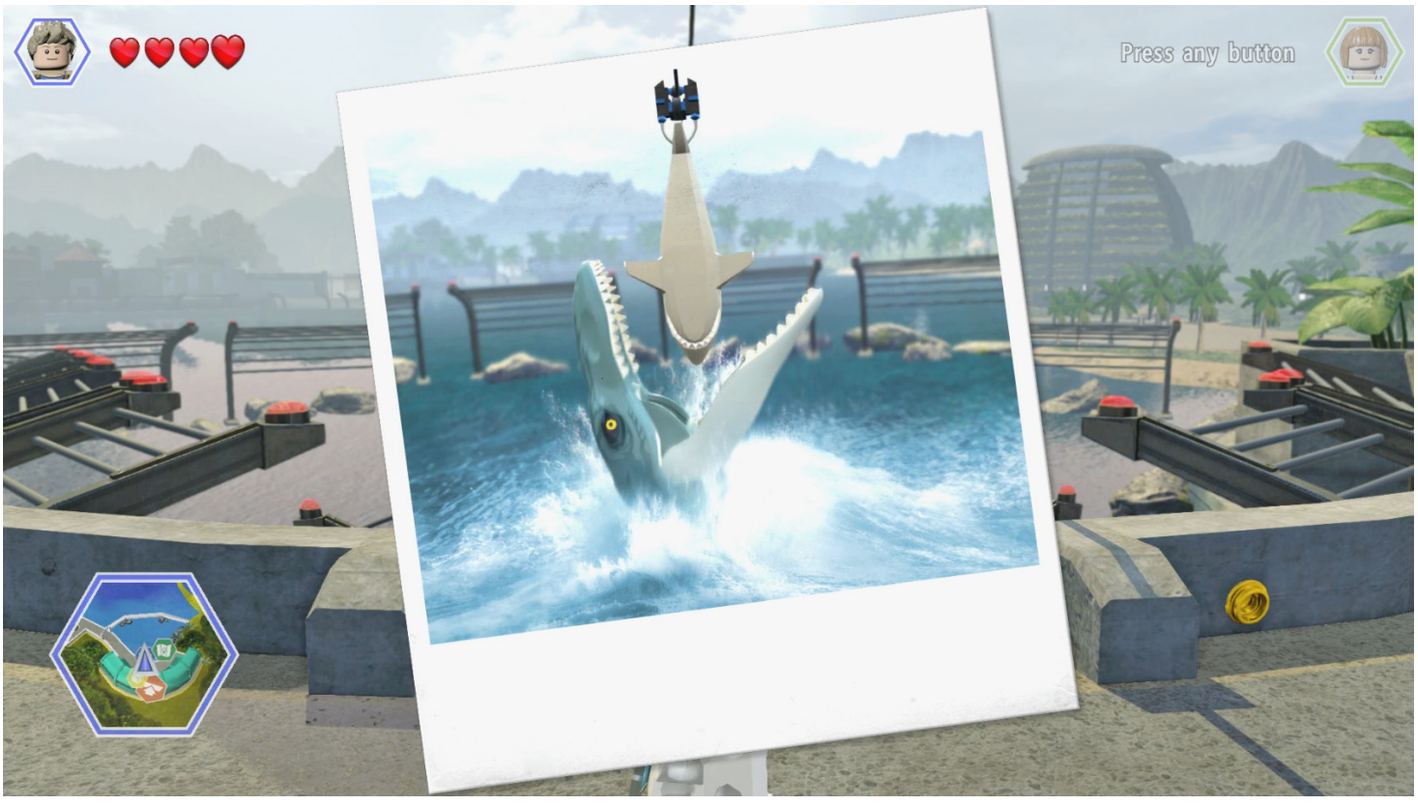
This area is similar to the Isla Sorna Aviary in Hub 3 in that you enter a separate, self-contained habitat. Here, you get to play as a massive prehistoric fish in a large, open tank.



Mosasaurus Arena Challenges		
Icon	**Type**	**Notes**
P	Photograph	See “A Killer Shot.”
G1	Gold Brick	When you arrive at the underwater observation chamber, switch to a Bone-Build character and assemble the big bone pieces at right into a Mosasaurus skull.
G2	Gold Brick	Snag the Gold Brick floating in the middle of a circle of gold studs.
G3	Gold Brick	Knock out six of the sharks in the tank.
G4	Gold Brick	Smash the three brown sea creatures floating in the tank. One is an ammonite shellfish, one is a starfish, and one is a trilobite. Just swim right through them.
R	Race	Swim through the first gate to trigger a checkpoint race. Get through each gate in time!
RB	Red Brick	Roar to shatter all three amber rock clusters in the tank to get the Red Brick.

A Killer Shot

You have to do a little work to set up the photograph for this area. First, head up the stadium ramp and climb the ladder to the patio where the shark hangs. Switch to a character with an electric rifle to shoot the electric switch. This sends the shark down the cable so it hangs over the water.



Now go to the tripod set up at the water's edge. Take the photo to get your first glimpse of the mighty Mosasaurus and earn a Gold Brick!

Gyrosphere Valley

This sweeping, open valley features roaming dinosaurs that you can observe from the comfort of your Gyrosphere. You'll need to hop out, though, in order to scoop up most of the collectibles in the area.

Gyrosphere Valley Challenges		
Icon	**Type**	**Notes**
P1	Photograph	Snap a shot of the Gyrosphere Valley sign near the kiosk.
R	Race	Hop in the Gyrosphere near the entrance and roll into the starting gate. Press Activate and race through the gates!
P2	Photograph	Hop out of your sphere near the Compy pack that swarms around the tripod. Switch to Eric Kirby and toss a bottle of T. rex scent to scatter the Compys. Switch to a character with a camera and snap the photo.
G1	Gold Brick	Step onto the small dock and toss a hook to the orange grapple plug on a raft out in the water. Haul in the raft and hop aboard to nab the brick.
G2	Gold Brick	Drive your Gyrosphere onto the launch pad here to get flung across the lake. The sphere flies right through a Gold Brick floating in the air!
D	Sick Dino	The sick Triceratops lies on the dino spawner. Rummage in the droppings pile on the right to find out what the dino needs; then rummage the pile on the left to find a carrot. Sharpshoot the bull's-eye in the tree to get an apple. Drive the Gyrosphere onto the nearby launch pad to get flung into the banana tree. Feed the banana that falls out to the dino.
G3	Gold Brick	After you heal the sick dino, repair the dino spawner and spawn a dinosaur who can destroy quake LEGO objects. Take control of this big dino and stomp on the three cracked ground patches in the area to earn a brick.
RB	Red Brick	See "Terrace Brick."

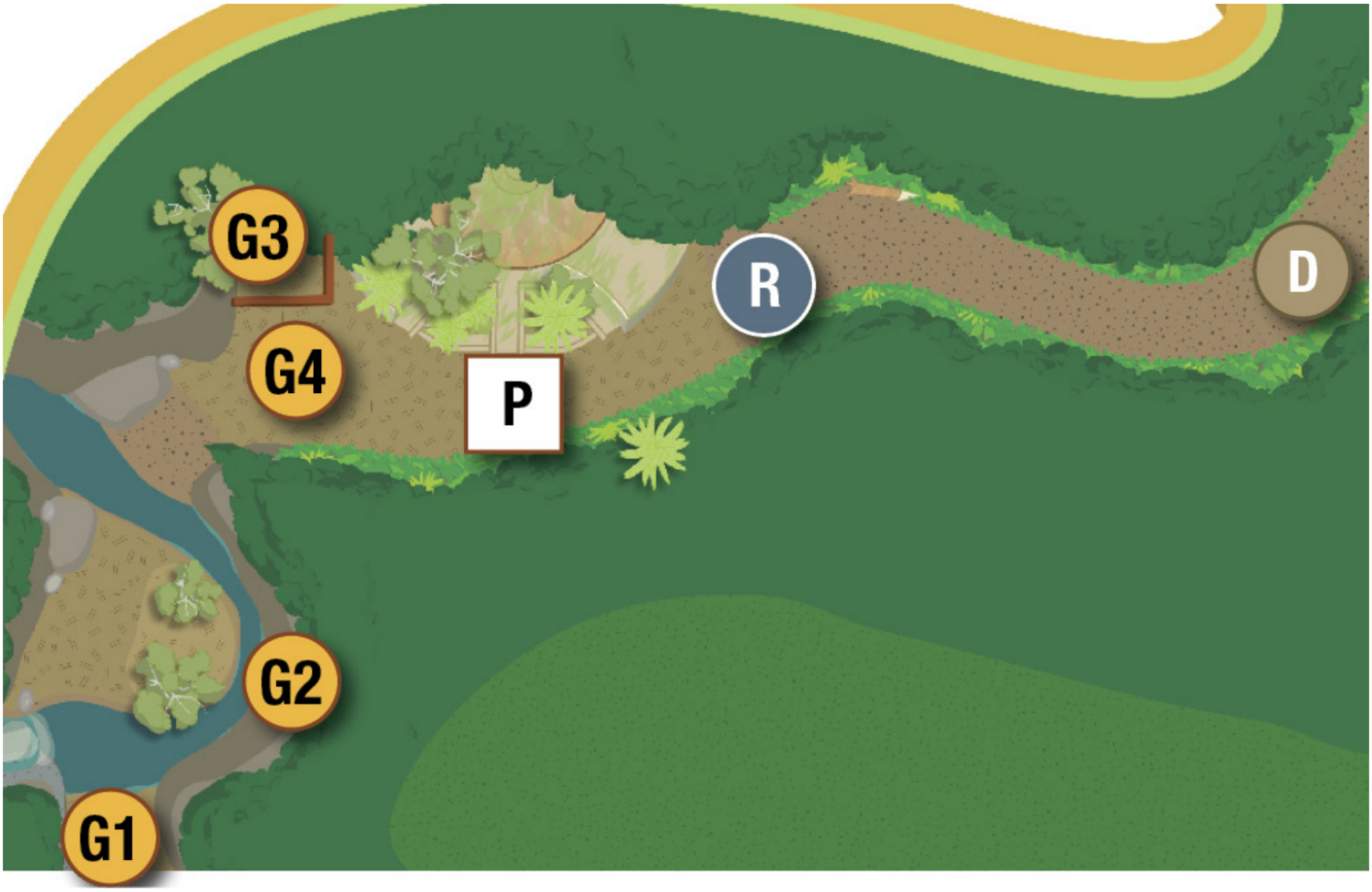
Terrace Brick

Use a Dilophosaurus to goo spit several times on the black LEGO block up on the terrace with the amber wall section. After a few hits, a Red Brick appears. Once you heal the sick dino on the dino spawner, spawn a “roar” dinosaur like the T. rex. Use its roar to shatter the terrace’s amber wall.

Assemble the build-it pieces into a raptor rail. Switch to a Velociraptor and use Pounce on the rail to swing onto the terrace. The Red Brick is all yours now!

Shady Grove

This shady area is where Zach and Gray Mitchell found the old InGen vehicle maintenance facility in the “Parking Garage” mission of Level 18, Out of Bounds. This time you work along the road outside the structure.



Shady Grove Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	When you exit Gyroscope Valley and drop to the riverside ledge, turn around to see a dark cave directly behind you. Use an illumination character to get the Gold Brick inside.
G2	Gold Brick	See “Spit & Glide.”
G3	Gold Brick	Use a character with bolt cutters to slice the chain on the big brown gate next to the area entrance. A Gold Brick is just inside.
G4	Gold Brick	As you approach the facility, KO the lone Compy in the road to trigger waves of Compy attackers. Knock out 12 Compys within 45 seconds to earn the brick.
P	Photography	Use the photo spot near the staircase leading into the facility.
D	Sick Dino	Before trying the race (which takes you far from Shady Grove), find the sick Pachycephalosaurus just down the road. Rummage the small droppings pile nearby to find the leaf. Shoot the bull’s-eye in the tree to knock down the apple. Then use a Dilophosaurus to goo spit on the nearby black LEGO block to find the banana.
R	Race	Use the vehicle spawner at the facility to spawn your favorite car. Then drive into the starting gate and press Use to start the countdown. Get through all gates in time to earn a Gold Brick. You end up on the waterfront walkway next to the Petting Zoo!

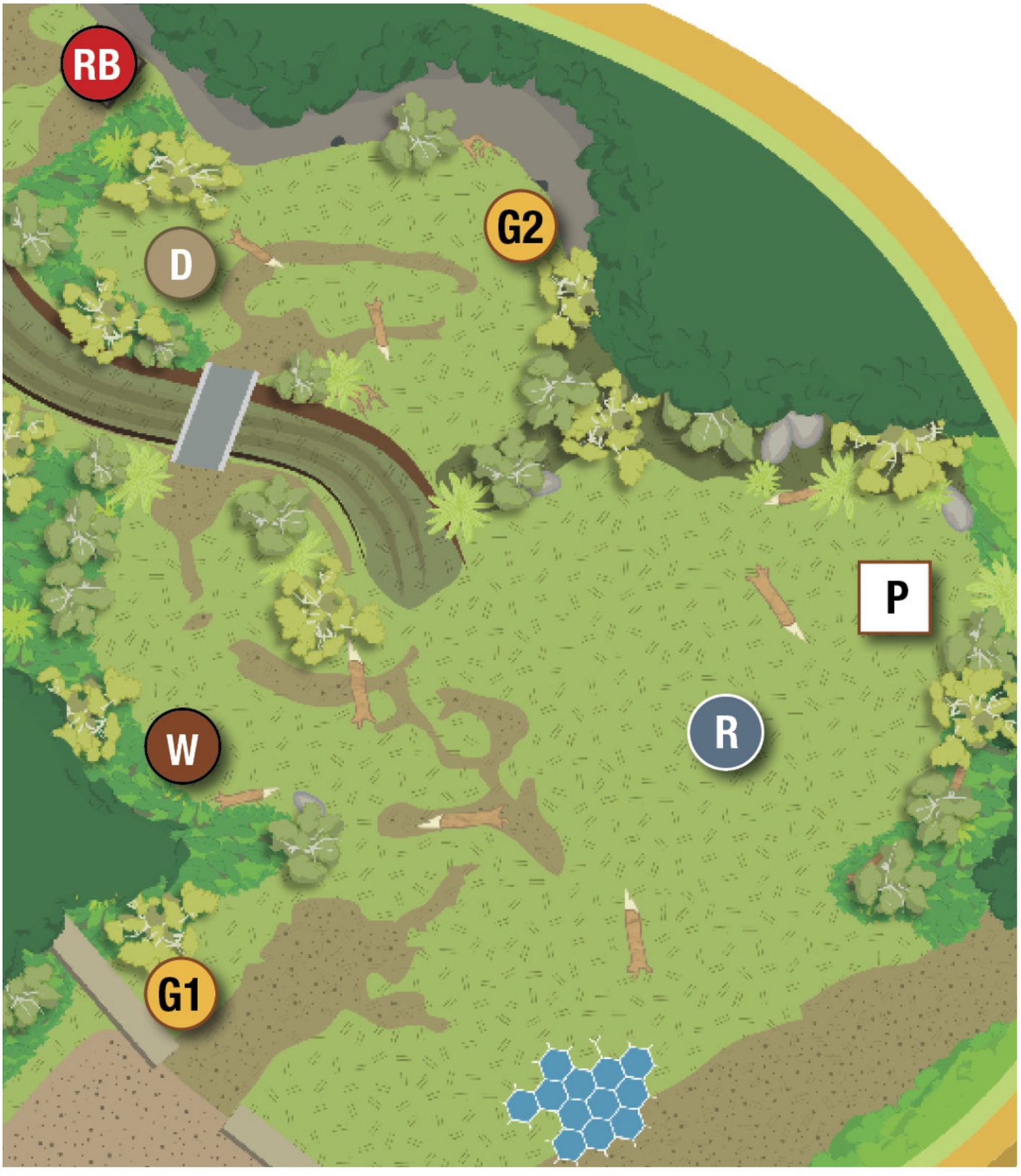
Spit & Glide

Find the glide arrow pointing across the river ravine. Before you use it, however, switch to a Dilophosaurus and goo spit on the black LEGO on the narrow ledge across the river. This releases a Gold Brick. (You can't glide across first then switch to a Dilophosaurus over on the ledge because it's too narrow.)

Switch to a character who can glide such as Billy Brennan and make a jumping parachute glide across the river ravine to get the brick on the ledge.

Safari Plains

This area features a pair of meadow-like clearings, one larger and one smaller. You find another sick dino in the smaller clearing, and an annoying pack of Compys.



Safari Plains Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Switch to a charging dinosaur and smash all four of the cracked LEGO boulders in the area to earn a brick.
P	Photograph	Switch to a Velociraptor and follow the yellow scent marker that starts here. You end up next to the dino spawner, where the raptor digs up a camera tripod. Use a character with a camera to take a photo to earn yourself a Gold Brick.
W	Worker In Peril	Use the dino spawner to make a “roar” dinosaur. Use its roar to shatter the amber block near the worker in the truck being harassed by dinosaurs. The harassers run off and you earn a Gold Brick.
R	Race	Switch to a fast dinosaur like the Gallimimus and step into the race starting gate in the big clearing. Hit the gates within their time limits to win a Gold Brick. The route takes you underneath the bridge.

RB	Red Brick	After finishing the race, you end up next to a shack with a red-striped awning folded up and a Red Brick on the roof. Use a raptor to pull the dino switch on the shack's left side. This lowers the awning. Jump onto the awning, then onto the roof, and collect the Red Brick.
G2	Gold Brick	Cross over the bridge to the smaller clearing and use a Dilophosaurus to spit at the black LEGO boulder. This triggers a stream of attacking Compys. Defeat them within the time limit to earn the brick.
D	Sick Dino	See "Gallimimus Healer."

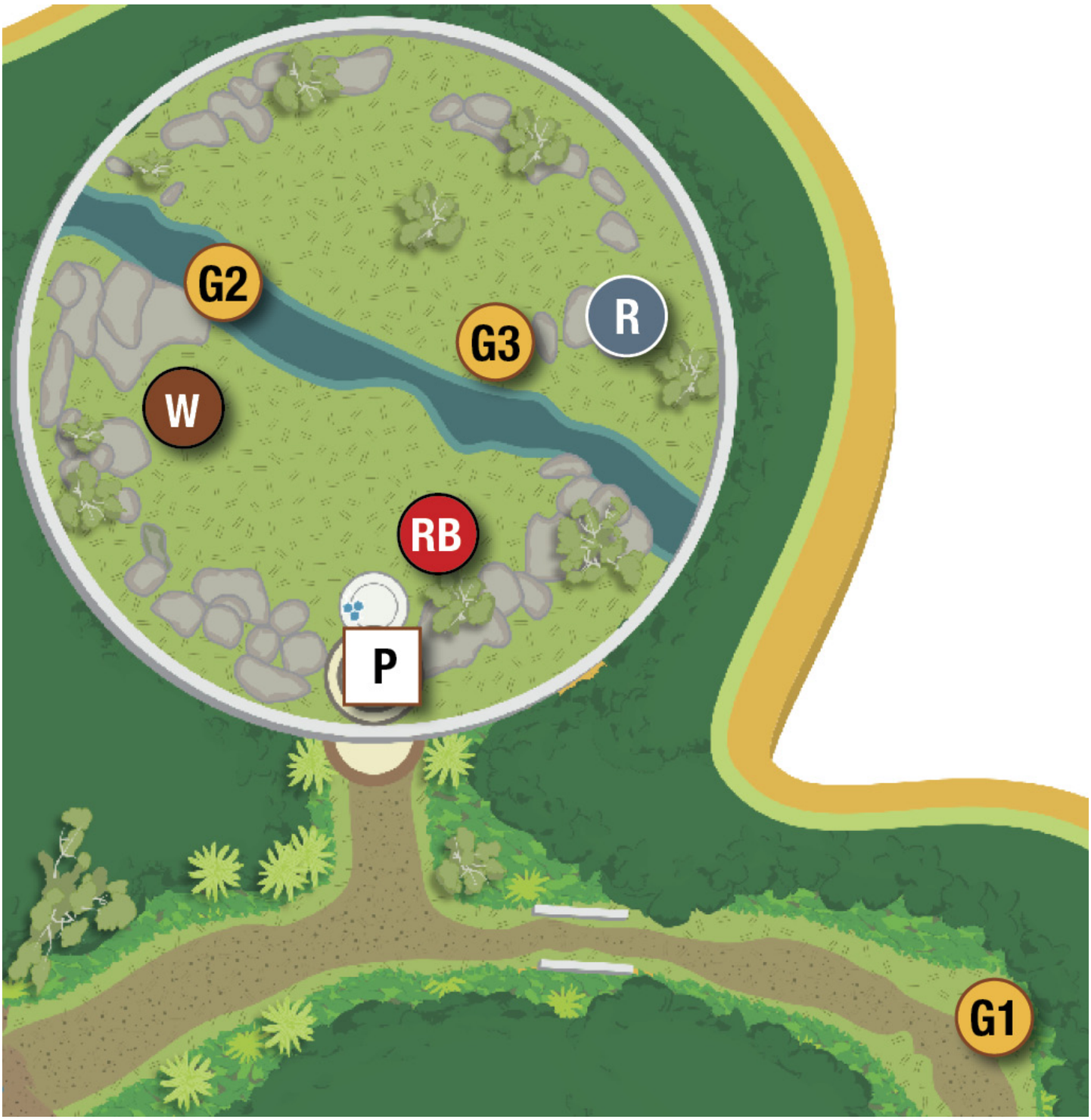
Gallimimus Healer

In the smaller clearing across the bridge you find a sick Gallimimus near the log. Rummage in the small droppings pile to discover the three ingredients you must feed the dino to heal it. Water the plant root across the clearing to grow a huge flower that drops a leaf. Feed the leaf to the dino.

Next, use a grappling hook on the nearby orange plug to pull apart the boulder pile. Grab the berries that fall and feed them to the sick Gallimimus. Finally, use an electric rifle to shoot the three electric switches. Pick up the ice cream cone that appears and deliver it to the dino. The beast rises and you earn a Gold Brick!

Isla Nublar Aviary

This aviary is considerably smaller than the one in the Movie 3 hub on Isla Sorna. Its primary features are a series of dino switches for a Pteranodon and a racecourse with tight turns best navigated by a Dimorphodon. Don't miss the Gold Brick on the path before you even reach the aviary structure!



Isla Nublar Aviary Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	On the road between the Aviary and Safari Plains, find a large black LEGO rock. Spit on it with a Dilophosaurus to uncover the yellow scent source. Follow it with a raptor until it digs up a Gold Brick.
P	Photography	Take a photo from the tripod spot on the aviary's observation deck. You get a Gold Brick reward.
G2	Gold Brick	Pick a flyer from the dino spawner and fly down to the rickety wooden bridge over the stream. Glide underneath the bridge to collect the Gold Brick floating there.
R	Race	Pick a Pterosaur at the dino spawner and fly to the gate's far side on the high rock to the right. (We like the Dimorphodon for its finer controls on the course's tight turns, but the Pteranodon is a good flyer too.) Fly through the gate to start the race automatically, following the line of silver studs from gate to gate. When you fly through the final gate a Gold Brick is earned.
W	Worker In Peril	See "Rescue Masrani."
RB	Red Brick	See "Platform, Switch, Cage."

Rescue Masrani

Fly a Pteranodon down to the ground near the helicopter wreckage. Simon Masrani is pinned under the fuselage and calls for help. Walk the dinosaur to the dino icon; then press your Use/Activate button. The Pteranodon hops onto the nearby power switch (the device connected to red and green power cables) and pulls upward, flapping its mighty wings.

Press Use again to release the switch. This sends a surge of power to the copter blades. As they turn, their motion pushes over the fuselage, letting Masrani crawl out from underneath. Well done!

Platform, Switch, Cage

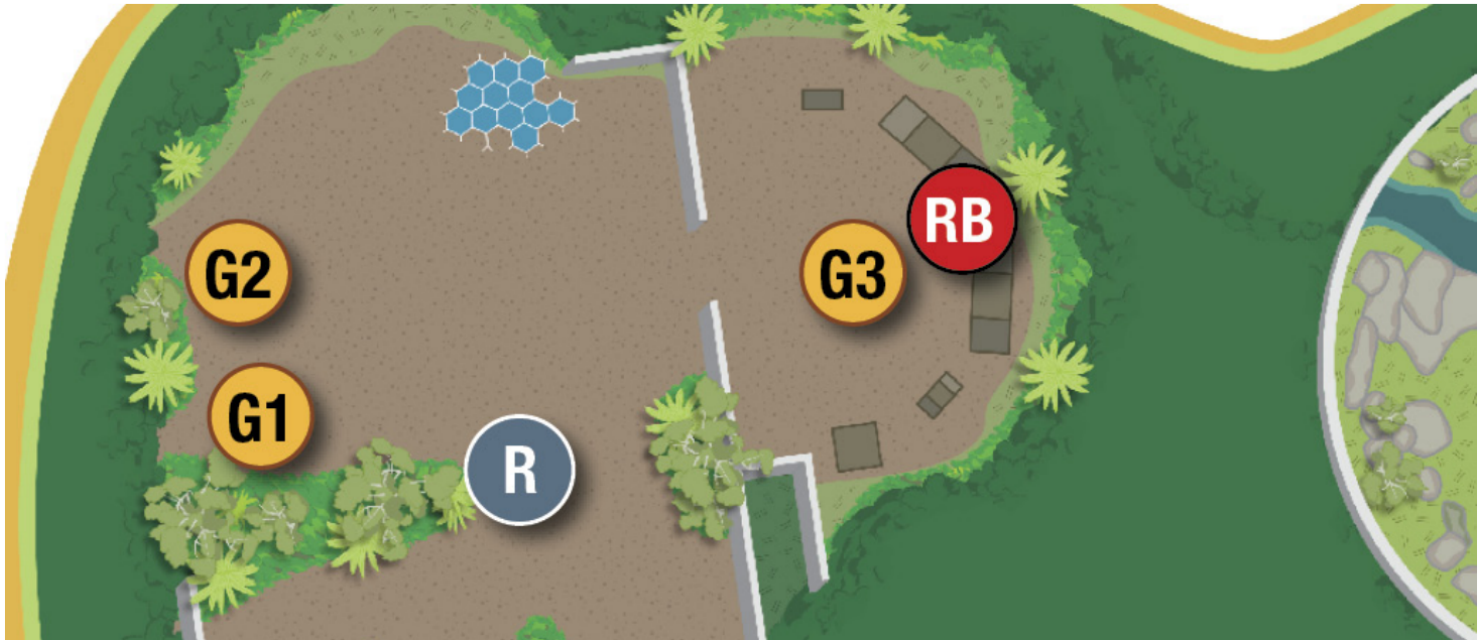
Fly a Pteranodon down to the dino switch **(G3)** on the ground next to the blue/white platform, just across the stream to the right of the observation deck. Pull and release the switch to raise the platform and reveal another dino switch up on the platform. A 1:30 timer also begins ticking down.

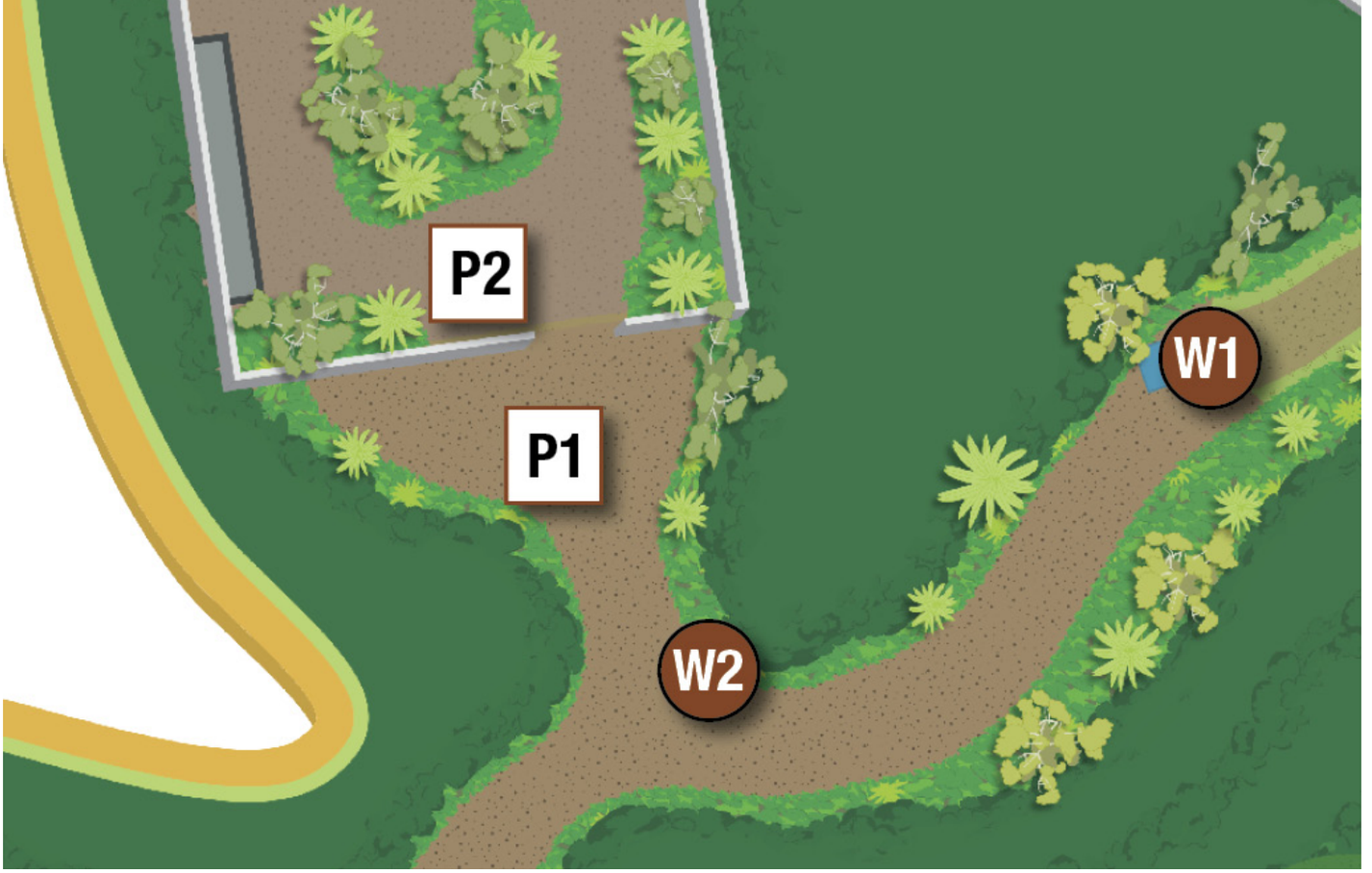
Fly to the switch on the newly raised platform and pull/release it. This raises the next blue/white platform just up ahead, revealing its switch. Pull and release that switch to raise a third platform across the river, next to the helicopter wreckage.

Pull and release the switch on the third platform to raise the final blue/white platform near the observation deck. Pull and release its switch to open the cage ahead with the Red Brick inside! Drop into the cage to nab the brick.

Indominus Territory

This big enclosure houses a dino spawner. You'll need to spawn a powerful but stealthy Indominus Rex for two of the challenges in this area.





Indominus Territory Challenges		
Icon	**Type**	**Notes**
W1	Worker In Peril	Look for a chain-locked blue shipping container on the path from the Aviary to the Indominus Rex paddock. Use a bolt cutter character to slice the chain and release the worker trapped inside. You get a Gold Brick as reward.
W2	Worker In Peril	On the entry path, slice through the winch rope to cut down the worker caught by his foot in the snare. Again, you get a Gold Brick reward.
P1	Photography	Use a tracker character to pick up the blue tracking item (a banana) and follow the trail until he unearths build-it pieces for a tripod. Assemble them and take the photo to earn a Gold Brick.
P2	Photography	Just inside the paddock, switch to Eric Kirby and toss a bottle of T. rex scent at the swarm of Compys around the camera tripod. Then switch to a photographer and take the photo there.
R	Race	You can switch to a dinosaur and try the race that starts at the gate in the center of the main enclosure. But we suggest you use a crowbar to free the speedy cow from its cage near the dino spawner. Then ride the cow through the race gates. When the race is completed, you win a Gold Brick.
G1	Gold Brick	Switch to a charging dinosaur and smash into all four of the cracked LEGO trees in the main enclosure to earn a brick.
G2	Gold Brick	Use the dino spawner to make a “quake” dinosaur like the Apatosaurus. Stomp on the cracked ground section across the enclosure. A Gold Brick pops out of the water basin next to where you stomp.
G3	Gold Brick	See “Indominus Stealth.”
RB	Red Brick	See “Indominus Stealth.”

Indominus Stealth

Use the dino spawner out in the main yard to conjure up Indominus Rex. The security gate to the paddock’s back area closes if you approach. To fool the camera, use Indominus Rex’s ability to camouflage; then sneak through the gate.

In the back area, use the Rex's "roar" to shatter all three of the amber blocks and earn the Gold Brick, which appears in the middle of the yard. Then use the beast's fearsome bite to chew off the dino-strength gate of the cage holding the Red Brick.

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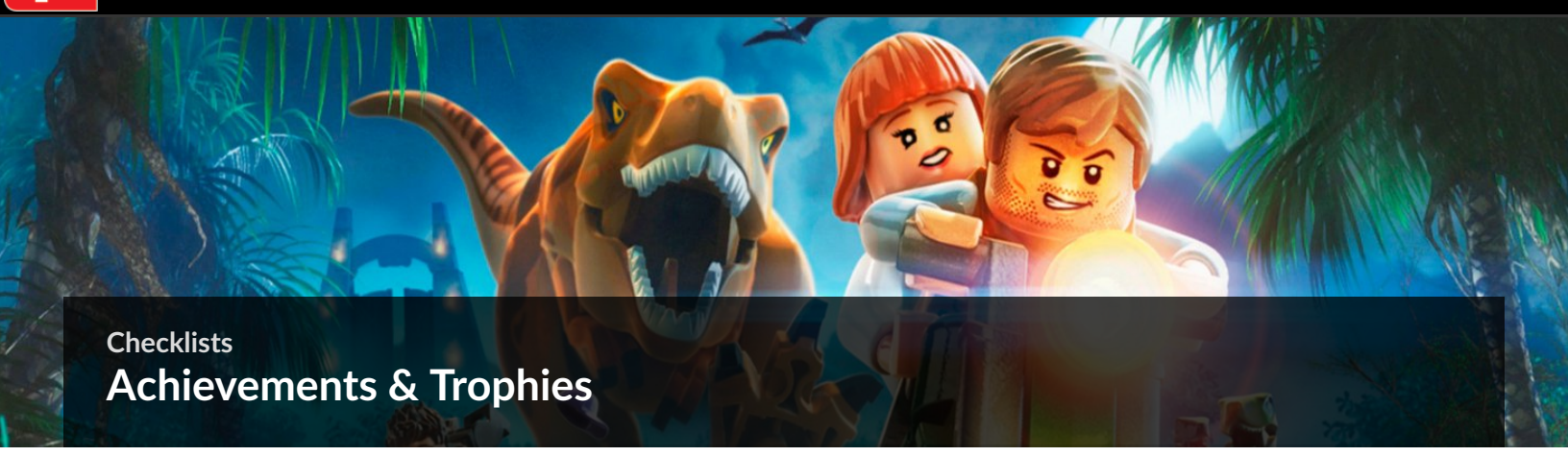

Checklists

Achievements & Trophies

Achievements & Trophies		
PlayStation 3/4 Trophy	**Name**	**Description**
Platinum	Life Finds A Way	Unlock All Trophies
Bronze	Welcome To Jurassic Park	Complete Prologue
Bronze	The Calm Before The Storm	Complete Welcome To Jurassic Park
Bronze	Objects In The Mirror	Complete Park Shutdown
Bronze	We're Being Hunted	Complete Restoring Power
Bronze	Decided Not To Endorse Your Park	Complete The Visitor Centre
Bronze	That's How It All Starts...	Complete Isla Sorna
Bronze	Mommy's Very Angry	Complete InGen Arrival
Bronze	Don't Go Into The Long Grass	Complete The Hunted
Bronze	What About The Others?	Complete Communications Centre
Bronze	Just Follow The Screams	Complete San Diego
Bronze	Not On InGen's List	Complete Landing Site
Bronze	Nobody Move A Muscle	Complete The Spinosaurus
Bronze	Is This How You Make Dinosaurs?	Complete Breeding Facility
Bronze	Family Reunion	Complete Eric Kirby
Bronze	Going Home	Complete The Bird Cage
Bronze	The Park Is Open	Complete Welcome To Jurassic World
Bronze	Full Jurassic World Experience	Complete Level Gyrosphere Valley
Bronze	Are You Following The Dinosaur?	Complete Out Of Bounds
Bronze	A New Alpha	Complete The Alpha
Bronze	We Need More Teeth	Complete Main Street Showdown
Gold	65 Million Bricks In The Making	Complete All Story Levels
Bronze	Something Has Survived	Obtain "True Survivor" in any level
Bronze	We're Out Of A Job...	Collect all Minikits in any level
Silver	... Don't You Mean Extinct?	Collect all Minikits in the game
Bronze	Went And Made A New Dinosaur	Create a custom dinosaur
Bronze	All I Got Was This T-Shirt	Create a custom character
Silver	Spared No Expense	Collect 65,000,000 studs
Bronze	Bingo! Dino DNA!	Collect an Amber Brick
Silver	The Legacy of John Hammond	Collect All Amber Bricks
Bronze	Send The Helicopters!	Rescue all Workers in Peril
Silver	Lysine Contingency	Heal all Dinosaurs
Silver	Must Go Faster	Complete All Races
Silver	Observe And Document	Complete All Photographs
Gold	Next Time It'll Be Flawless!	Achieve 100% Completion
Silver	One Big Pile Of Bricks	Collect All Red Bricks
Bronze	Helping Hand	Heal A Dinosaur
Silver	Survival Expert	Collect "True Survivor" on all levels
Bronze	Reason To Fear Man	Defeat 50 Compy Goons
Bronze	We Want To Be Thrilled	Place a custom Dinosaur in a Paddock
Bronze	The Concept Of Attraction	Enable "Stud Magnet" Red Brick
Bronze	Not Machine Compatible	Try to use a hacker terminal as Alan Grant
Bronze	Pack Hunter	Set both Free Play characters as Raptors
Bronze	Anybody want a Soda?	As Dennis Nedry, throw a soda can at another character
Bronze	Remember To Wash Your Hands	Complete a Droppings Rummage
Bronze	Do-You-Think-He-Saurus?	Sneak past a Dinosaur using Camouflage
Bronze	Clever Goal	As a raptor, score a goal in the raptor Arena
Bronze	Hello John!	Set both Free Play characters as John Hammond (or variant of him)
Bronze	Building Blocks Of Life	Build a LEGO object using Mr. DNA
Bronze	The Human Piece Of Toast	Give Timmy a shock
Xbox One Challenge	Hold Onto Your Studs	Collect 2,000,000,000 LEGO Studs

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Checklists

Cheats

Whenever you find a precious Red Brick hidden in a hub area, you can go pay to activate it at the Holoscape terminal inside the Visitor Center (Isla Nublar) or the Innovation Center (Isla Sorna). The transaction makes a special ability available. To finish activation, press your pause button, select “Extras,” then scroll to the ability and toggle it on/off.

Red Bricks are very expensive—the cheapest is 100,000 studs, and some cost millions! But each one bestows a very valuable skill or, in some cases (as in “Helium Voiced” or “Hybrid Disguises”), a very amusing skill.

Some call these abilities “cheats.” So do we. Here’s a quick list of the cheatin’ abilities bestowed when you purchase Red Bricks.

Cheats		
Cheat	**Cost in Studs**	**Description**
Score 2X	1,000,000	Doubles the number of studs the player collects
Score 4X	2,000,000	Multiplies the number of studs the player collects by 4
Score 6X	3,000,000	Multiplies the number of studs the player collects by 6
Score 8X	4,000,000	Multiplies the number of studs the player collects by 8
Score 10X	5,000,000	Multiplies the number of studs the player collects by 10
Invincibility	5,000,000	Player takes no damage
Minikit Detector	200000	White arrows point to where minikits are located in levels
Red Brick Detector	200000	Red arrows point to where Red Bricks are located in hubs
Gold Brick Detector	200000	Gold arrows point to where Gold Bricks are located in hubs
Amber Brick Detector	200000	Amber arrow points to where the Amber Brick is in the level
Fast Build	100000	Characters build LEGO even faster
Attract Studs	100000	Characters collect studs from further away than normal
Collect Ghost Studs	100000	Player collect the light blue studs that lead them to each level
Compy Mode	100000	Makes all characters shrink to compy size!
Destroy On Contact	100000	LEGO objects break without punching, just walk into them
8-Bit Music	100000	The background music is replaced with retro video game style music
Nedry Disguises	100000	Makes all characters wear a Hawaiian shirt and shorts
Fast Interact	100000	Speeds up control panels
Hybrid Disguises	100000	Dresses all characters in dinosaur costume
Helium Voices	100000	Increases the pitch of all voices

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Checklists

Amber Bricks

Amber Bricks			
Level	**Mission**	**Mode**	**Dinosaur DNA Unlocked**
Movie 1			
Level 01: Prologue	The Dig Site	Free Play	Gallimimus
Level 02: Welcome to Jurassic Park	Triceratops Recovery	Story	Triceratops
Level 03: Park Shutdown	T. Rex Chase	Story	Dilophosaurus
Level 04: Restoring Power	Maintenance Shed	Story	Velociraptor
Level 05: Visitor Center	Control Room	Story	T. Rex
Movie 2			
Level 06: Isla Sorna	Stegosaurus Herd	Story	Stegosaurus
Level 07: InGen Arrival	Mobile Lab	Story	Compsognathus
Level 08: The Hunted	The Long Grass	Story	Parasaurolophus
Level 09: Comms Center	Compound	Free Play	Apatosaurus
Level 10: San Diego	The Docks	Story	Brachiosaurus
Movie 3			
Level 11: Landing Site	The Landing Strip	Story	Corythosaurus
Level 12: The Spinosaurus	The Crash Site	Free Play	Baryonyx
Level 13: Breeding Facility	Lab Interior	Story	Troodon
Level 14: Eric Kirby	The Coast	Free Play	Pteranodon
Level 15: The Bird Cage	Pteranodon Nests	Story	Spinosaurus
Movie 4			
Level 16: Jurassic World	Indominus Paddock	Story	Pachycephalosaurus
Level 17: Gyrosphere Valley	Gyrosphere Escape	Story	Ankylosaurus
Level 18: Out of Bounds	Indominus Escape	Free Play	Indominus Rex
Level 19: Under Attack	Main Street	Story	Dimorphodon
Level 20: Showdown	Innovation Center	Free Play	Mosasaurus

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Checklists

Red Bricks

Red Bricks			
Brick Number	**Hub**	**Area Found**	**Cheat Unlocked**
1	[1] Jurassic Park	Visitor Center	Studs x2
2	[2] The Lost World	Hunting Plains	Studs x4
3	[3] Isla Sorna	Isla Sorna Aviary	Studs x6
4	[1] Jurassic Park	Herbivore Territory	Studs x8
5	[4] Jurassic World	Indominus Territory	Score x10
6	[4] Jurassic World	Isla Nublar Aviary	Invincibility
7	[4] Jurassic World	East Boardwalk	Minikit Detector
8	[1] Jurassic Park	Tyrannosaurus Territory	Red Brick Detector
9	[2] The Lost World	Long Grass	Gold Brick Detector
10	[3] Isla Sorna	Ankylosaurus Territory	Amber Brick Detector
11	[3] Isla Sorna	Spinosaurus Territory	Fast Build
12	[1] Jurassic Park	Carnivore Territory	Attract Studs
13	[4] Jurassic World	West Boardwalk	Collect Ghost Studs
14	[4] Jurassic World	Mosasaurus Arena	Compy Mode
15	[4] Jurassic World	Safari Plains	Destroy on Contact
16	[1] Jurassic Park	Dilophosaurus Territory	8-Bit Music
17	[1] Jurassic Park	Triceratops Territory	Nedry Disguises
18	[4] Jurassic World	Gyrosphere Valley	Fast Interact
19	[1] Jurassic Park	Gallimimus Territory	Hybrid Disguises
20	[2] The Lost World	Stegosaurus Territory	Helium Voices

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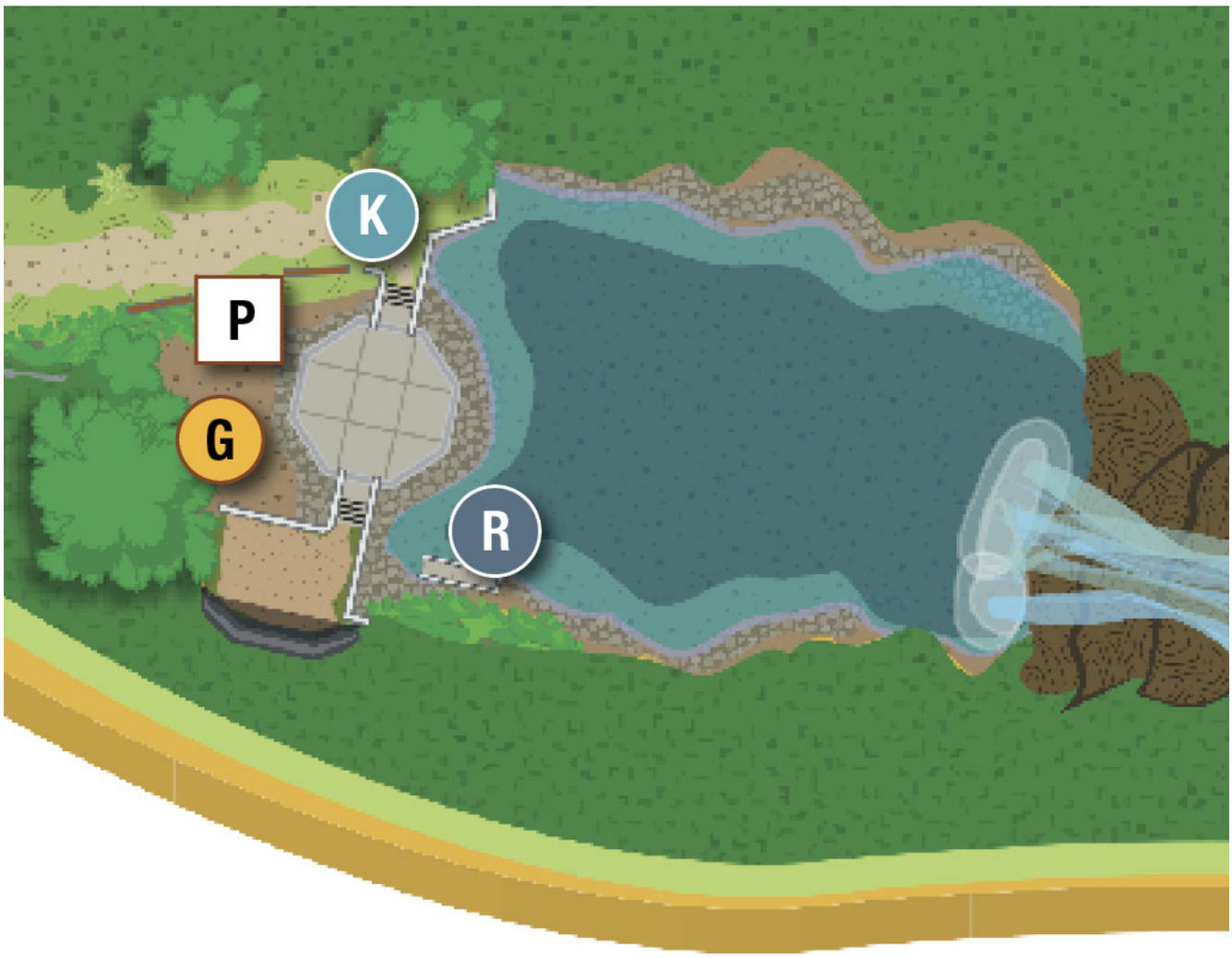
Hub Area Challenges: Jurassic Park

Isla Nubar Helipad

Isla Nubar Helipad

The Isla Nubar Helipad is the first area you enter during the game. There are three challenges here.



Isla Nubar Helipad Challenges		
Icon	**Type**	**Notes**
G	Gold Brick	Hit the target in the tree with a projectile. Switch to a raptor and follow a scent trail to find a grow spot. Then use a character with that ability to water the plant so a flower blooms with a Gold Brick inside.
P	Photograph	Break up a rock near the helipad to reveal a tripod. Select a character with a camera and use the tripod. Get the photo and a Gold Brick as well.
R	Race	Race a remote control toy boat through a series of checkpoints before time runs out. (See “The Race for a Gold Brick.”)

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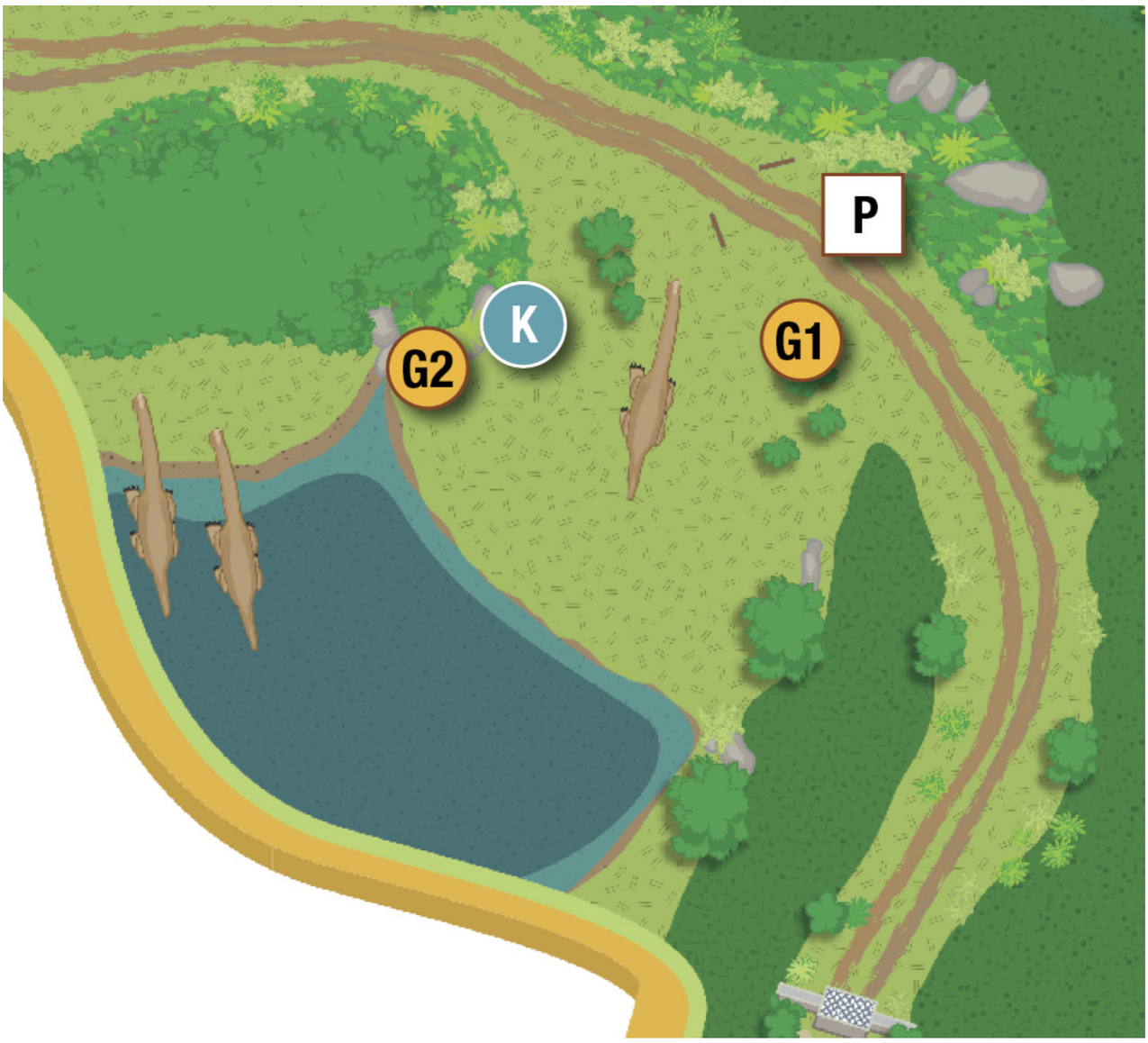
Hub Area Challenges: Jurassic Park

Brachiosaurus Plains

Brachiosaurus Plains

As you travel from the helipad to the Visitor Center, you pass by the Brachiosaurus Plains. There are three challenges located in this area.



Brachiosaurus Plains Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	To get this Gold Brick, you will need to shoot a target and break up a black rock with some venomous dino spit. (See “The Gold Brick Up in a Tree.”)
G2	Gold Brick	Select a dinosaur that can break cracked rocks. Break the cracked rock. Switch to a character who can go into dark areas and enter the cave to find this Gold Brick.
P	Photograph	Dig up an apple from a dig spot across the road from the plains. Use a character with the tracking ability to follow a trail to a tripod. Then switch to a character with a camera to take the photo and earn a Gold Brick.

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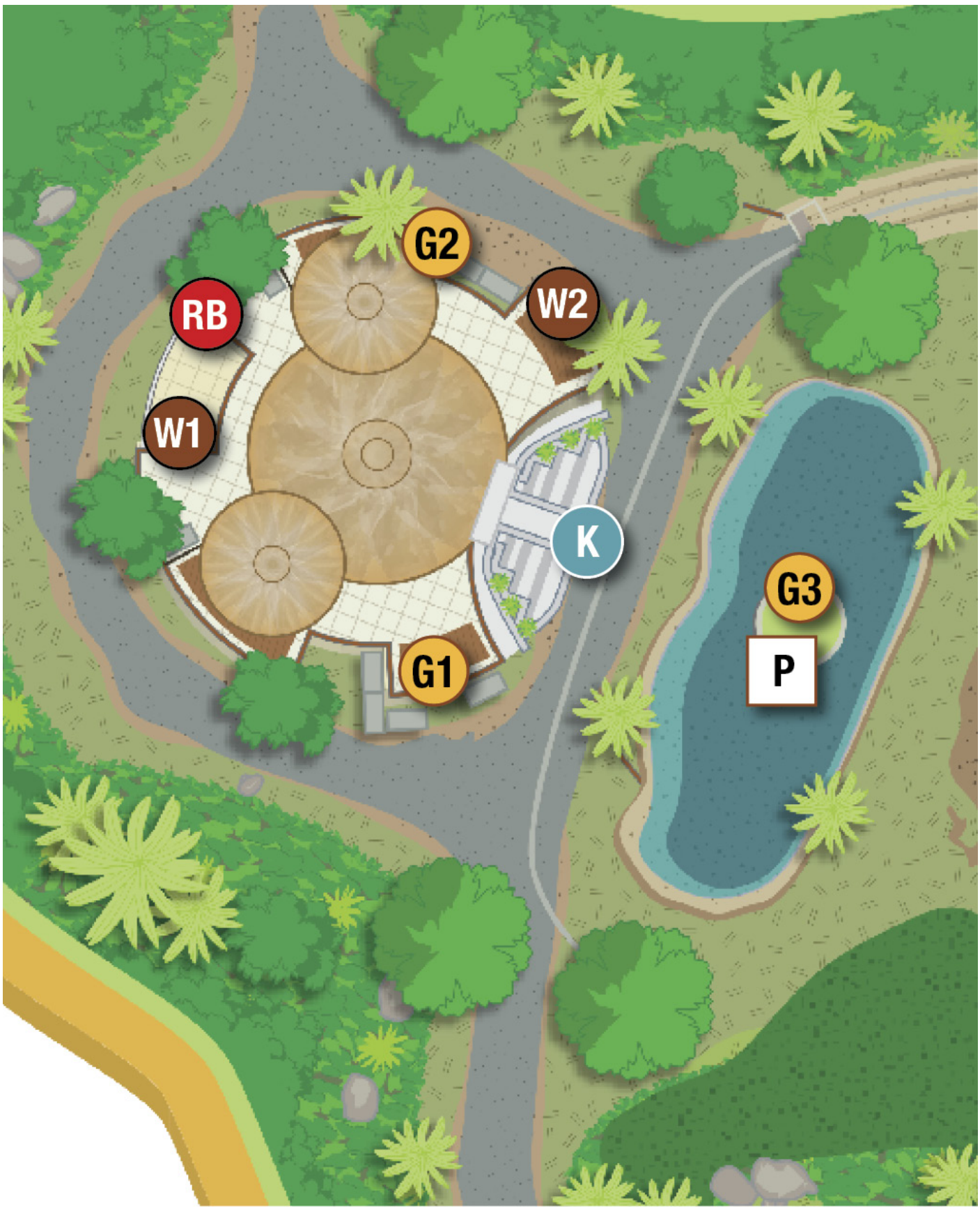
Hub Area Challenges: Jurassic Park

Visitor Center

Visitor Center

The Visitor Center area has seven different challenges. In addition, when you go inside the building, you can access the console for purchasing Red Bricks. There is also the DNA lab where you can create your own dinosaurs using parts from dinos already unlocked by collecting Amber Bricks while playing through Story Mode and Free Play.



Visitors Center Challenges

Icon	Type	Notes
G1	Gold Brick	Use the scaffolding on the left side of the Visitor Center to get up to the patio on the roof. (See “Scaffolding Up to the Roof.”)
G2	Gold Brick	On the right side of the Visitor Center, use a raptor to pounce onto a scaffold using the raptor rail. Switch to a character who can wall climb to get the Gold Brick.
G3	Gold Brick	Use a character with a grappling hook to pull on the tree with the orange hook on it in the pond across the road from the Visitor Center. Then get to the island in the pond by jumping onto the floating log and plants and collect the Gold Brick.
P	Photograph	Once on the island in the pond, break some crates on the dock. Switch to a tracking character and pick up an object and follow the trail to pieces that assemble into a tripod. Select a character with a camera and use the tripod to take a photo and also get a Gold Brick.
RB	Red Brick	At the gate at the back of the Visitor Center, select a character with an electric rifle to shoot the blue target to open a door on the left. Finally, switch to someone who can go into dark areas to enter the garage and collect the Red Brick.
W1	Worker in Peril	Use bolt cutters to cut the lock on the gate at the back of the Visitor Center. Then switch to a character with a stun rod to charge up the generator and open the door to free Dino Handler Bob and earn a Gold Brick as well.
W2	Worker in Peril	After getting the Gold Brick on the right side of the Visitor Center by wall climbing, jump onto the roof. Move to the small rope holding the worker and cut it with a knife or raptor claw to free the worker.

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Hub Area Challenges: Jurassic Park

Raptor Territory

Raptor Territory

Raptor Territory can be reached by following a road leading from behind the Visitor Center. To get inside, you need a character who can rummage to search the large pile of dino droppings for a key. Then unlock the gate to enter the territory. There are a total of seven different challenges inside this area.

Raptor Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Use a small character to climb through a hatch at the base of the tower and get to the top. Then jump onto the zip line and ride it down to get the Gold Brick along the way.
G2	Gold Brick	You need to light up the raptor enclosure and then grapple a crate to get this Gold Brick. (See “Light Up the Raptor Enclosure.”)
G3	Gold Brick	Use a character with a scanner to open the door to the raptor pen. Switch to a dinosaur that can break cracked rock and bust your way in to get a Gold Brick.
G4	Gold Brick	Use a raptor to open the InGen container by pouncing on the raptor rail. Then defeat the dinos within the time limit to get the Gold Brick.
R	Race	Select a raptor for this race. You need to pounce on raptor rails and jump through a series of checkpoints before the timer runs out to complete the race and earn a Gold Brick.
W1	Worker in Peril	Use a crowbar on the locked door of the tower to free a trapped worker. Plus you collect a Gold Brick for your efforts.
W2	Worker in Peril	A raptor is attacking Ray Arnold. Select a character with a camera and take a photo of the raptor to scare it away with the flash. You save Ray and get a Gold Brick.

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Hub Area Challenges: Jurassic Park

Jurassic Park Gate

Jurassic Park Gate

The gate is the main entrance for the tour route which takes you around the various dinosaur paddocks. Don't just drive on through. There are four challenges here.

Jurassic Park Gate Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Climb up the torches on the left side of the outer gate to get to this Gold Brick.
G2	Gold Brick	Use a character with the repair skill to fix a parking gate so a worker can get his vehicle to earn a Gold Brick.
P	Photograph	Cut away vines to find a tripod and then use a camera. (See "Take a Photo of the Gate to Jurassic Park.")
R	Race	Drive through a series of checkpoints that take you around the entire tour route without the timer running out to complete this race and earn a Gold Brick.

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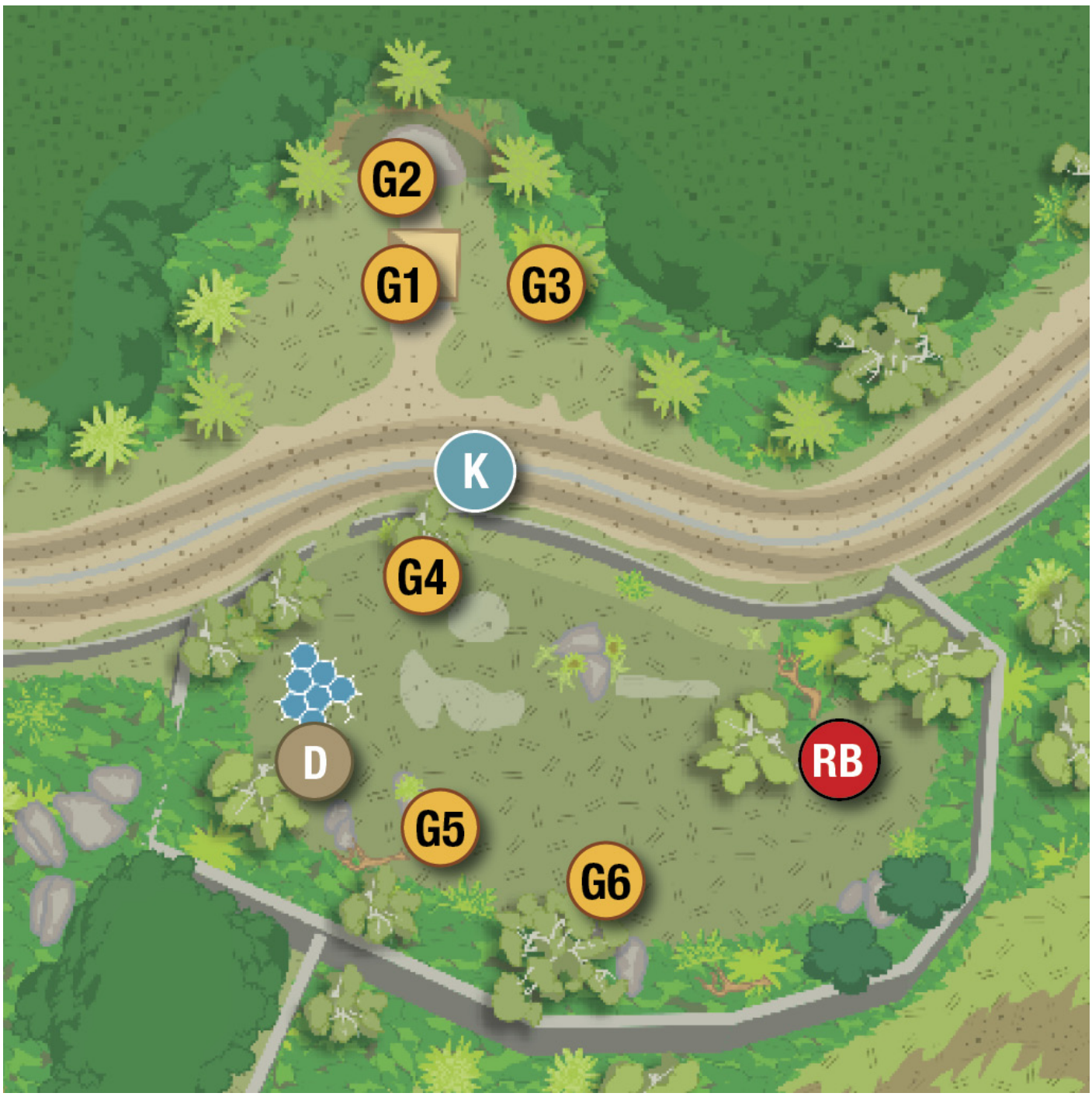
Hub Area Challenges: Jurassic Park

Dilophosaurus Territory

Dilophosaurus Territory

Continue along the route leading from the gate. The next area you come to is Dilophosaurus Territory. Expect to use this spitting dinosaur to help you complete the eight challenges.



Dilophosaurus Territory Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	Find three items to feed this sick Dilophosaurus to heal it. (See “Healing the Sick Dilophosaurus.”)
G1	Gold Brick	Dig up the dirt to the left of the hut to reveal a tracking item. Assemble the bones into a bouncy so you can jump to the roof of the building and get the Gold Brick.
G2	Gold Brick	Use a raptor claw or knife to cut away vines. Then select a character who can go into dark areas to enter the cave and get the Gold Brick.
G3	Gold Brick	Shoot a target in a tree to the right of the building and a Gold Brick drops.
G4	Gold Brick	Use a Dilophosaurus to spit at the black fruit in three different trees to get this Gold Brick.
G5	Gold Brick	Select a dino that can break cracked objects. Use it to break open the cracked yellow device to get this Gold Brick.
G6	Gold Brick	Use a grappling hook to pull down a nest of eggs from atop a rock. Switch to a raptor and follow a scent trail that leads to this Gold Brick.
RB	Red Brick	Break up a cracked log using a dino with this ability. Then switch to a Dilophosaurus and spit at the large black rock. Finally, water the grow spot to reveal the Red Brick atop a flower.

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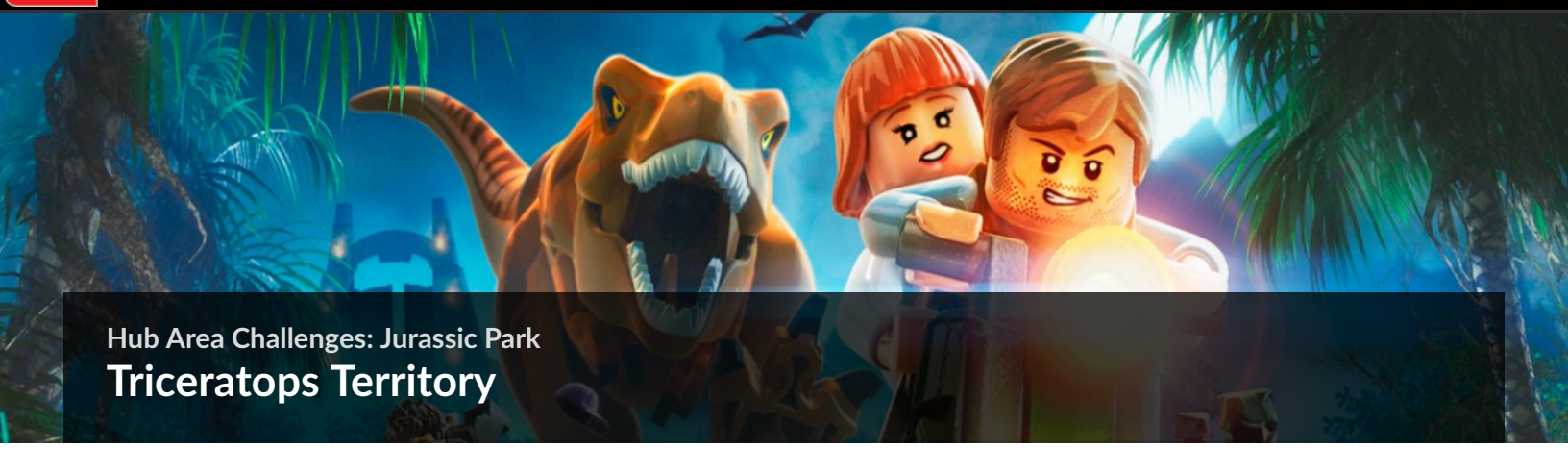
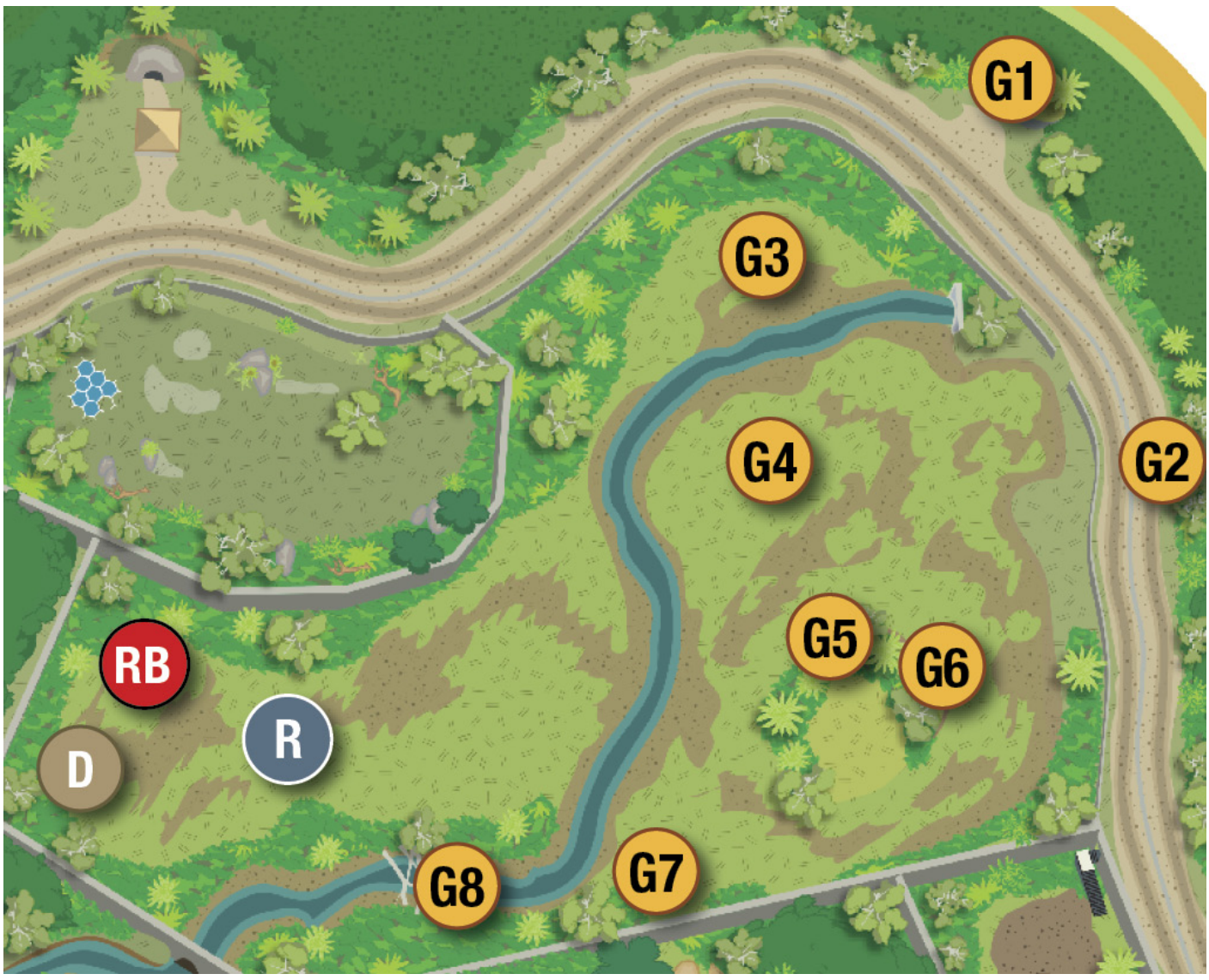


Hub Area Challenges: Jurassic Park

Triceratops Territory

Triceratops Territory

The next area along the tour route is Triceratops Territory. Be sure to visit this area since it contains 11 challenges! In the middle of the area near the stream, you find an InGen control panel. Select a character who can use these panels and put in the correct code to raise a bridge so you can cross the stream.



Triceratops Territory Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	There is a sick Triceratops in this area. (See “Heal the Sick Triceratops.”)
G1	Gold Brick	Break up a plant along the side of the road; then track a trail to a dig spot. Water it to grow a bouncy plant which helps you jump to a ledge to get the Gold Brick.
G2	Gold Brick	Select Timmy Murphy and go into a dark cave alongside the road. Assemble the bones into a box which releases the Gold Brick.
G3	Gold Brick	Use a dino with the roar ability to shatter a large amber rock. Build a small bridge out of the pieces. Cross the bridge and use a tracking character to pick up a cherry and follow a trail to the Gold Brick.
G4	Gold Brick	Select the Pachycehphalosaurus. You must destroy 10 cracked pillars within 90 seconds. The key is to hold down the Attack button to make this dino run and charge into the pillars. If you don’t run, you can’t complete this in time. Beat this challenge to get the Gold Brick.
G5	Gold Brick	Use Eric Kirby’s T. rex scent to clear the Compy herd away from some bones.Then hit the bones to find the Gold Brick
G6	Gold Brick	Select a dinosaur from the dino pad that can destroy a quake object below a ridge with a ground pound. Then switch to a character and ride the geyser that appears to the top of the ridge to get this Gold Brick.
G7	Gold Brick	Select a strong dinosaur such as a T. rex and use it to pull apart a large object to get to the Gold Brick inside.
G8	Gold Brick	Select a dino able to use strength pulls, such as the T. rex, to pull apart a large LEGO boulder near the river to reveal a Gold Brick.
R	Race	Use the Triceratops you healed or another dinosaur to race through checkpoints before the timer runs out to complete the race and win a Gold Brick.
RB	Red Brick	Break up the crates next to the building by the sick Triceratops. Assemble the pieces into a computer. Switch to a character who can hack computer systems. Move the cursor over the x-ray and select the different parts of the Triceratops as required until you get the Red Brick.

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Hub Area Challenges: Jurassic Park

Herbivore Territory

Herbivore Territory

There are seven challenges in this area. Some are along the road while the rest are inside the enclosure. Just follow the tour route around to get here.

Herbivore Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	You need to wall climb and glide to get this Gold Brick. (See “Glide for Gold.”)
G2	Gold Brick	Use a Dilophosaurus to spit venom at a large black rock to break it so you can get to the Gold Brick inside.
G3	Gold Brick	Use a raptor to pounce up a raptor rail and get onto the top of a scaffold where the Gold Brick is located.
G4	Gold Brick	Select a character with an electric rifle and shoot two blue targets to get this Gold Brick.
G5	Gold Brick	Rummage through some dino droppings near the map kiosk. Upon finding a sausage, switch to a raptor and follow the scent trail to the Gold Brick.
RB	Red Brick	Use a dino who can break cracked objects to break a rock. Then switch to a character who can go into the dark to enter a tunnel to get the Red Brick.
W	Worker in Peril	Use a knife or raptor claw to cut a rope and release a trapped worker. You also get a Gold Brick. (Completed in Story Mode.)

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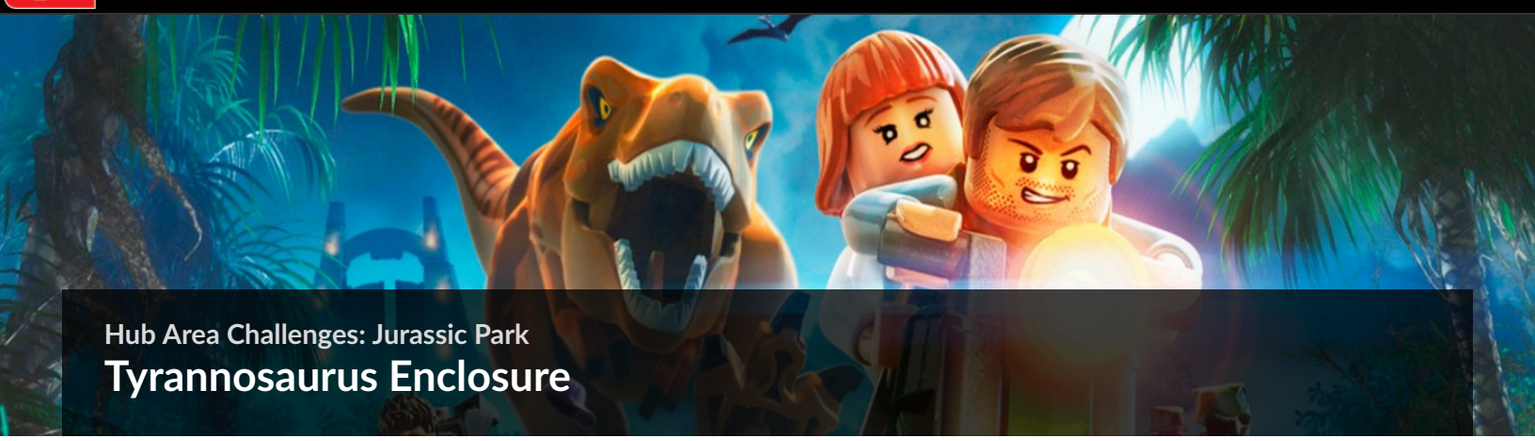
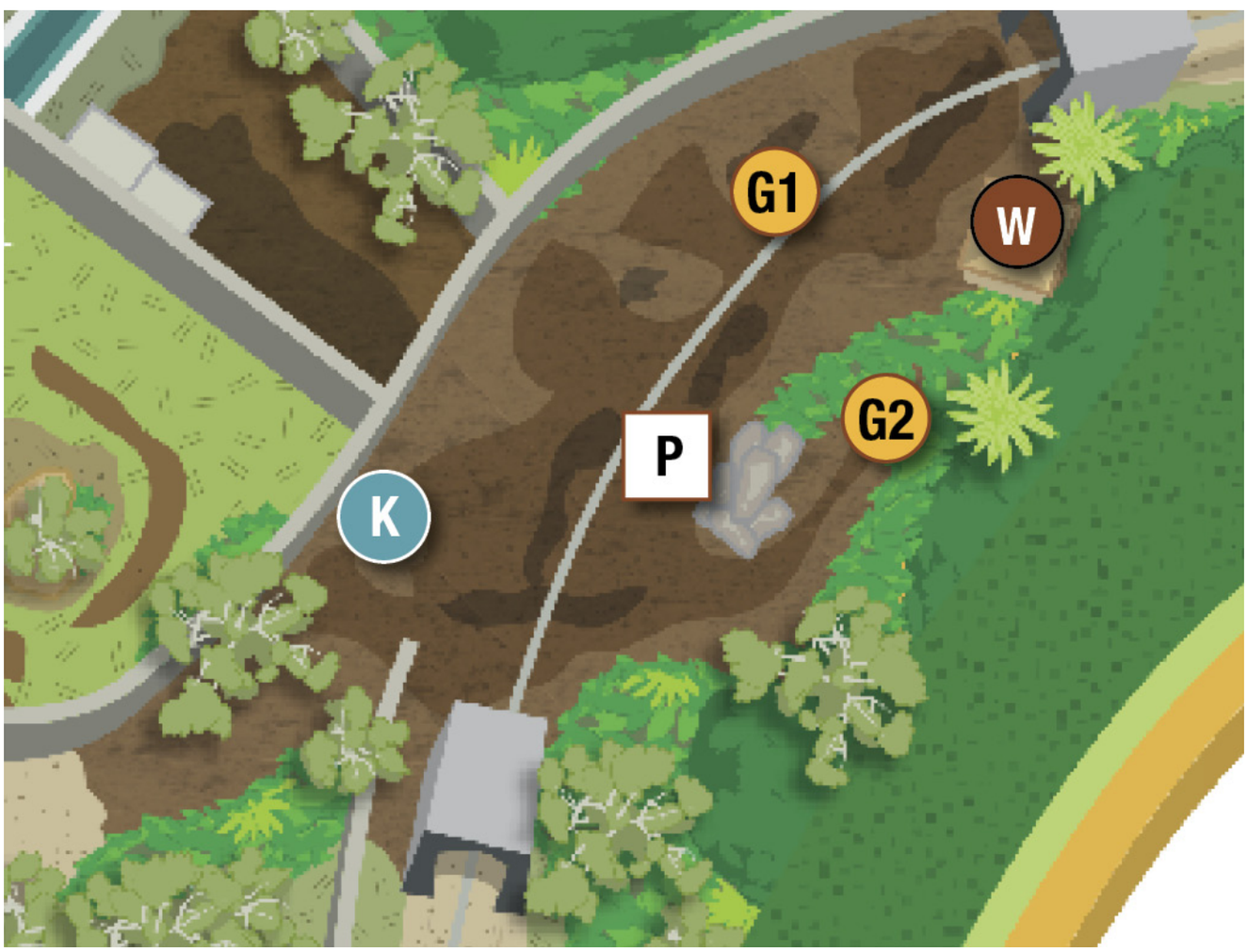


Hub Area Challenges: Jurassic Park

Tyrannosaurus Enclosure

Tyrannosaurus Enclosure

The fencing of the Tyrannosaurus Enclosure has been damaged. Luckily, the T. rex is not around. However, there are still four challenges you can complete. Better hurry before the large dino returns looking for something to eat.



Tyrannosaurus Enclosure Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Fix one of the tour vehicles to get this Gold Brick. (See “Vehicle Repair.”)
G2	Gold Brick	Rummage through a large pile of dino droppings to find an object. Then switch to a character who can track a trail that leads to the Gold Brick.
P	Photo	Dig up a spot along the side of the road to find a tripod. Then select a character with a camera to take a photo and collect a Gold Brick.
W	Worker in Peril	Donald Gennaro is caught in the restroom. Use a character with a crowbar to free the person and also get a Gold Brick while you are at it.

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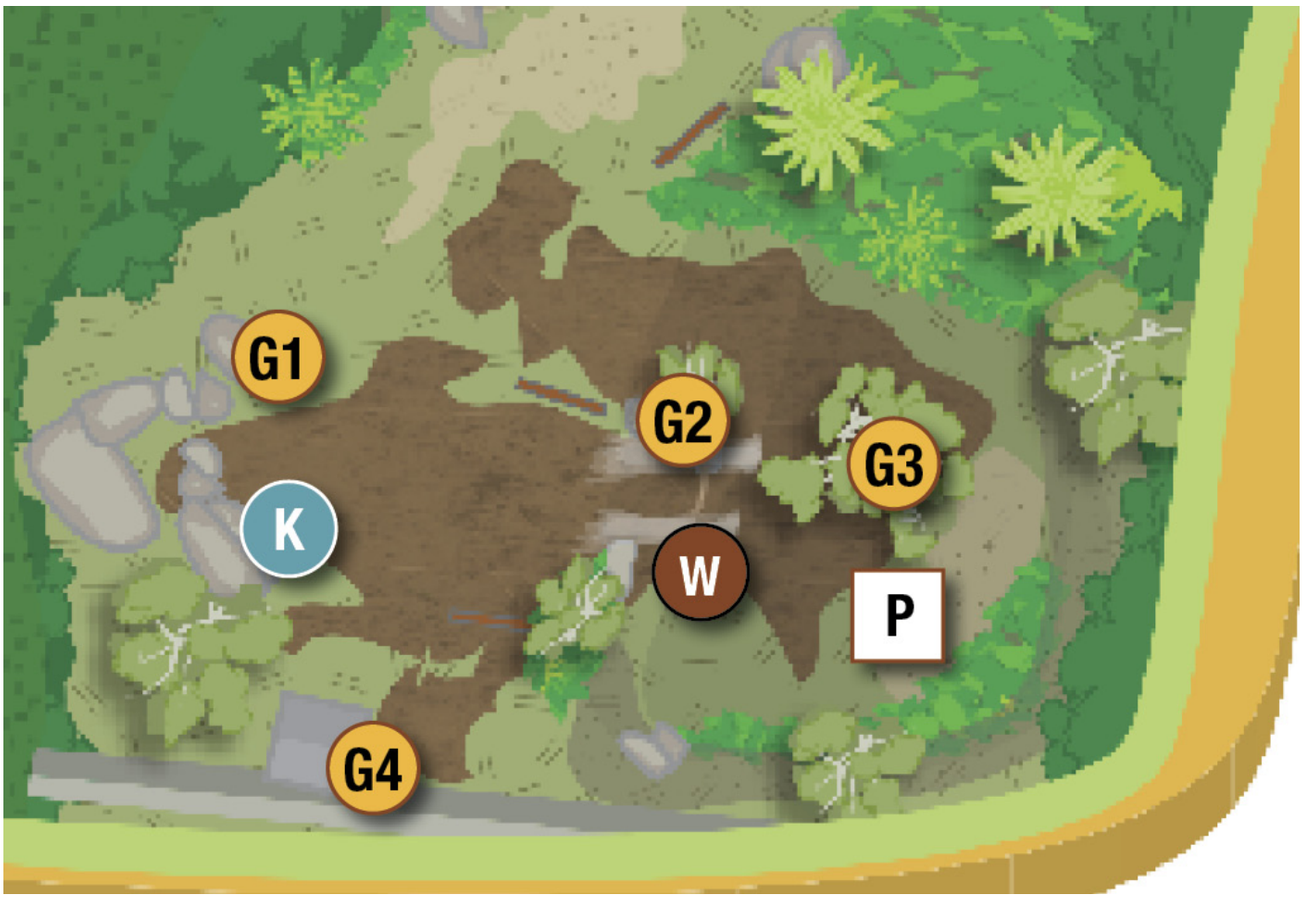
Hub Area Challenges: Jurassic Park

East Dock Route

East Dock Route

If you take a detour from the tour route and follow a dirt road, you will find the East Dock Route area. There are six challenges here, so be sure to visit this area so you can add to your collection.



East Dock Route Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Jump up a series of posts, starting with the shortest, to get to the Gold Brick floating above the tallest post.
G2	Gold Brick	Use a Dilophosaurus to spit at a black rock near the stuck vehicle. Dig up a spot that is revealed and assemble the pieces into a giant shaving cream can to get this Gold Brick.
G3	Gold Brick	This Gold Brick is hidden in a cave at the bottom of the slope. (See “Double Layers of Protection.”)
G4	Gold Brick	Use a character with the scream ability to shatter the glass window of the small building; then jump through to get the Gold Brick.
P	Photo	A tripod is located at the bottom of the slope. Use a character with a camera to take a photo and get a Gold Brick too.
W	Worker in Peril	A worker is stuck in a vehicle at the bottom of the slope. Use a crowbar to help him get out to safety and collect a Gold Brick while you are at it.

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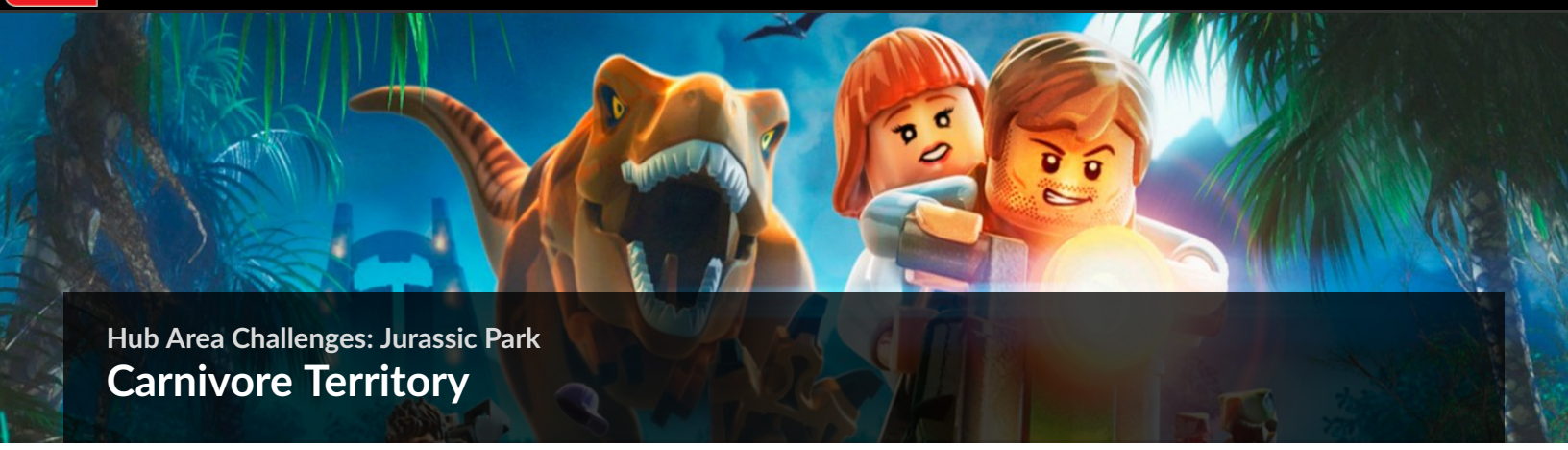

Hub Area Challenges: Jurassic Park

Carnivore Territory

Carnivore Territory

Carnivore Territory is located toward the end of the tour route as the road turns and begins returning toward the main gate. Enter this area through an opening in the fence with some steps over the wall. There are nine challenges in this area.

Carnivore Territory Challenges

Icon	Type	Notes
G1	Gold Brick	Use a dino who can break cracked rocks to get to the far left side of the enclosure. Then defeat the Compys within the time limit to earn a Gold Brick.
G2	Gold Brick	As a raptor, find a scent trail near the middle of this enclosure. Follow the trail to dig up a trophy; destroy the trophy and then continue following the trail to the Gold Brick.
G3	Gold Brick	Jump up a series of posts to get to the top of a tree stump. Then use a character with the glide ability to get to a ledge where a Gold Brick is waiting.
G4	Gold Brick	Shoot the blue target on the bunker outside the main paddock with an electric rifle. Then use a character who can go into dark areas to enter the dark building to get the Gold Brick.
G5	Gold Brick	Shoot a target up in a tree near the vehicle pad. Using a character with the tracking ability, pick up a banana that falls and follow the trail to a grow spot. Water it with a character who has this ability and then bounce on the flower which grows to get to the Gold Brick on top of the roof of the building.
G6	Gold Brick	Select a Compy and move into the Compy tube. Switch to a character with a rifle or projectile and hit the target to move a section of the tube; then move the Compy, shoot the target again, and the dino can reach the end of the tube to open a cage with a Gold Brick inside.
G7	Gold Brick	Cut away some vines along the road to reveal a small hatch. Switch to a small character, then go through a series of hatches to get to a cave on the side of a cliff. Use a character who can go into the dark to enter the cave and get the Gold Brick.
R	Race	Use a Pachycephalosaurus for this race and hold down the Attack button to run through the checkpoints before the timer runs out. Complete the race to get a Gold Brick.
RB	Red Brick	Find three dinosaur eggs. (See “Egg Hunt.”)

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Hub Area Challenges: Jurassic Park

Tour Route Exit

Tour Route Exit

This area is spread out along the road leading back toward the main gate.

Tour Route Exit Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	This Gold Brick is located in a fenced off area. (See “Breaking In to Get the Gold Brick.”)
G2	Gold Brick	Use a small character to go through a hatch on the side of the road. Switch to a female character and twirl around poles to get to the Gold Brick.
W	Worker in Peril	A worker is surrounded by a Compy herd along the side of the road. Use Eric Kirby to clear away the tiny dinos and save the worker and get the Gold Brick.

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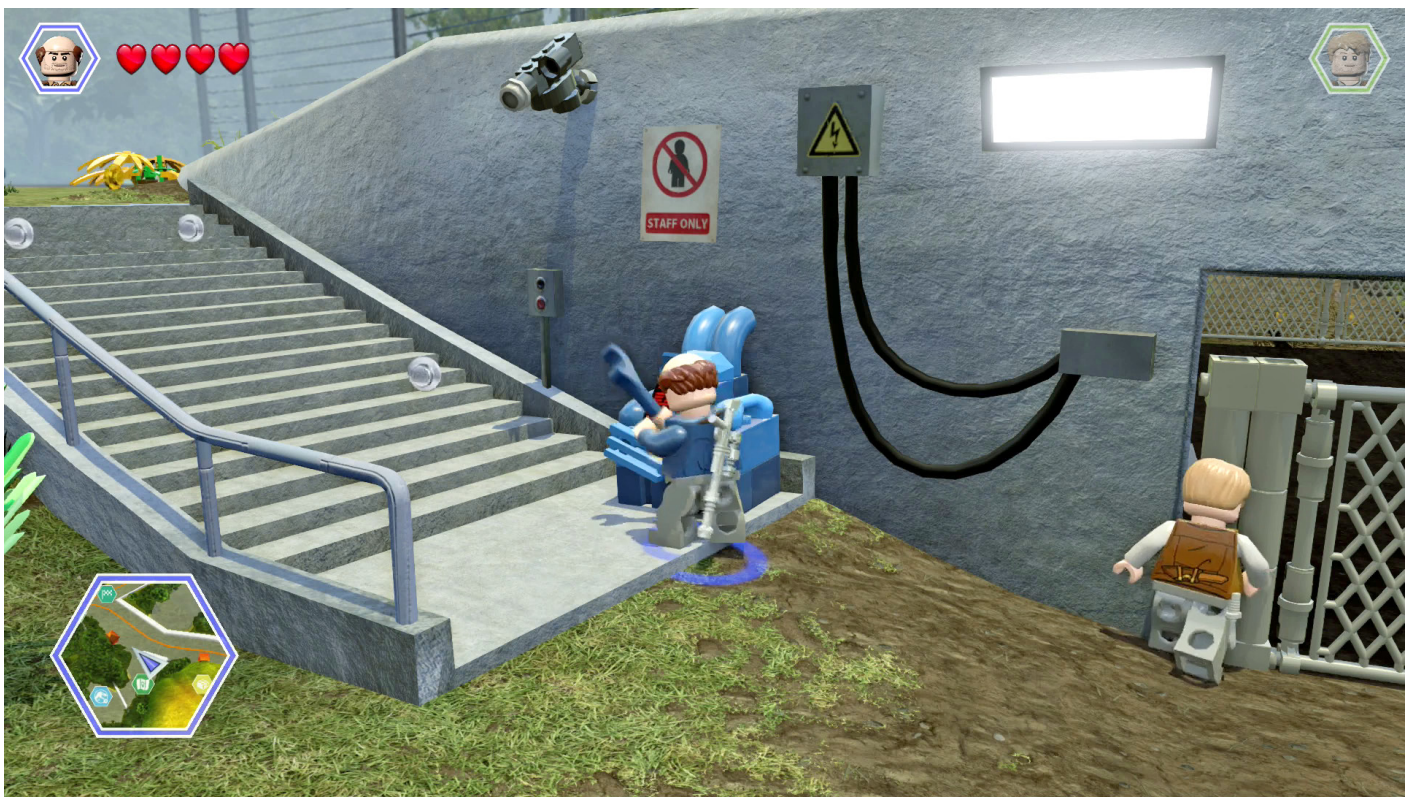
Hub Area Challenges: Jurassic Park

Gallimimus Territory

Gallimimus Territory



This area is a bit tougher to get into than some of the others. There is a tunnel that goes under the road leading back to the main gate. Use a character with the ability to repair and fix the controls and open the gate to the tunnel. Then move through the tunnel to get into the Gallimimus enclosure where the map kiosk is located. Pick up the Gold Brick in the tunnel to get started. There are 12 challenges in this area! Some are located within the enclosure while the rest are along the road outside.

Gallimimus Territory Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	Heal the sick Gallimimus to complete this challenge and earn a Gold Brick. (See “Heal the Gallimimus.”)
G1	Gold Brick	This area is only accessible from a path behind the lake opposite the Visitor Center. Use a character who can operate a hand scanner to open a door. Then switch to a character who can go into the dark to get the Gold Brick.
G2	Gold Brick	Break up a crate next to the restroom and assemble it into a pivoting plank. Stand in the Buddy Boost; then switch characters. Get a boost from the first character to jump to the other side of the plank and propel the other character onto the roof. Walk across the scaffold to get the Gold Brick.
G3	Gold Brick	Use a character who can scream to shatter the glass of a vending machine next to a restroom to get this Gold Brick.
G4	Gold Brick	After fixing the controls to the tunnel that goes under the road, pick up the Gold Brick inside.
G5	Gold Brick	Water three grow spots spread across this paddock to make flowers bloom. The Gold Brick is in the third flower.
G6	Gold Brick	Use a large dinosaur who can break quake LEGO in this area to get another Gold Brick.
G7	Gold Brick	As a T. rex or other dino that can roar, break the three Amber rocks in the area and drive the Gallimimus into a pen to get the Gold Brick.
G8	Gold Brick	Use a strong dinosaur such as T. rex to pull on a rock to break it and expose a cave. Send in a character who can go into dark places to get the Gold Brick.
P	Photo	This area is only accessible from a path behind the lake opposite the Visitor Center. Use a Dilophosaurus to spit at a black rock and break it. Assemble the pieces into a tripod; then use a character with a camera to take the photo and get a Gold Brick.
R	Race	Use a dinosaur to race through the checkpoints before the timer runs out. Complete the race to earn a Gold Brick.
RB	Red Brick	Break a crate near a yellow feeding device and assemble the pieces into a raptor rail. As a raptor, grab onto and pull the rail. Switch to a character and turn the crank on the side of the device. Swap back to the raptor and release the rail. Do this two more times to get the Red Brick.

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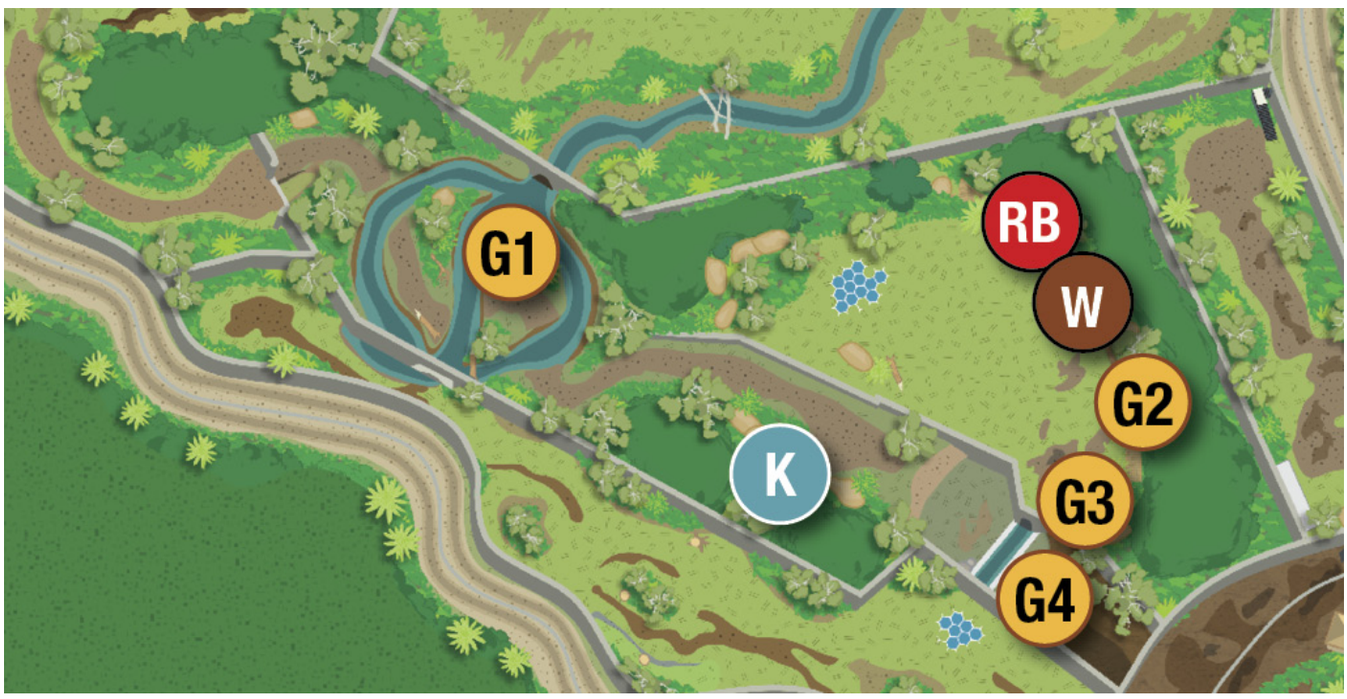
Hub Area Challenges: Jurassic Park

Tyrannosaurus Territory

Tyrannosaurus Territory

The only way into Tyrannosaurus Territory is to follow a path leading from Gallimimus Territory. You will have to get past a few obstacles on the way. This area contains six challenges. The main part of the area is divided into a lower and an upper level. Most of the challenges are on the upper level. In order to get to this part of the area, shoot a blue target with an electric rifle to lower a ladder.



Tyrannosaurus Territory Challenges

Icon	Type	Notes
G1	Gold Brick	After crossing the stream by hopping over the lily pads, switch to a character who can climb to get to the top of a large rock and get the Gold Brick.
G2	Gold Brick	Hit the targets in this shooting gallery to get the Gold Brick. (See “Target Shooting.”)
G3	Gold Brick	Break up a cracked log by using a dinosaur who has this ability to get this Gold Brick.
G4	Gold Brick	While on the upper level, stand on the wall near the cracked log where there are some sparkles in the air. Use a character with a parasail to glide across the lower area to a platform with a Gold Brick on it.
RB	Red Brick	Use a strong dinosaur to pull apart a cage to get the Red Brick inside.
W	Worker in Peril	One of the workers is stuck in Amber. Use a dinosaur with the roar ability to shatter the Amber and release the worker. You also get a Gold Brick.

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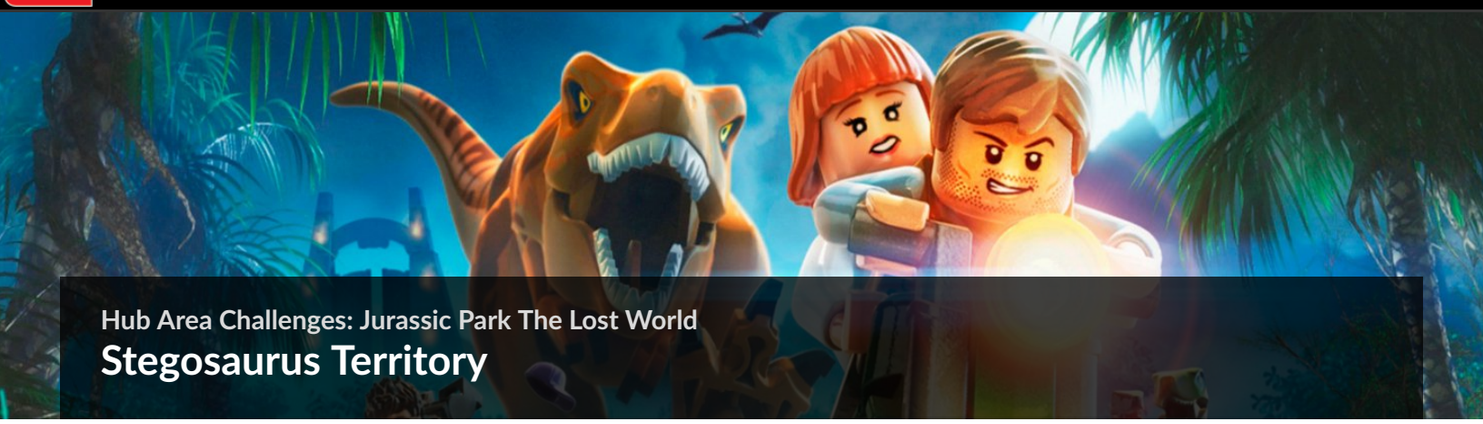

Hub Area Challenges: Jurassic Park The Lost World

Stegosaurus Territory

Stegosaurus Territory

Once you arrive at the docks, start trekking into the jungle. The first area is Stegosaurus Territory. There are five challenges here.

Stegosaurus Territory Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Select a dinosaur that can break cracked objects to break a large lantern-shaped object. Then defeat the hunters within the time limit to get this Gold Brick.
G2	Gold Brick	Use a Dilophosaurus to spit venom at a black rock. Then switch to a small character to go through the hatch. Push a crate along some checkered tiles to break it and get the Gold Brick.
G3	Gold Brick	Use a crowbar to free a Stegosaurus that has its tail caught to get this Gold Brick.
G4	Gold Brick	As a raptor, pounce to a ledge using a raptor rail and break some plants to get to the Gold Brick.
RB	Red Brick	Smash a number of cracked walls to get this Red Brick. (See “Smash and Run.”)

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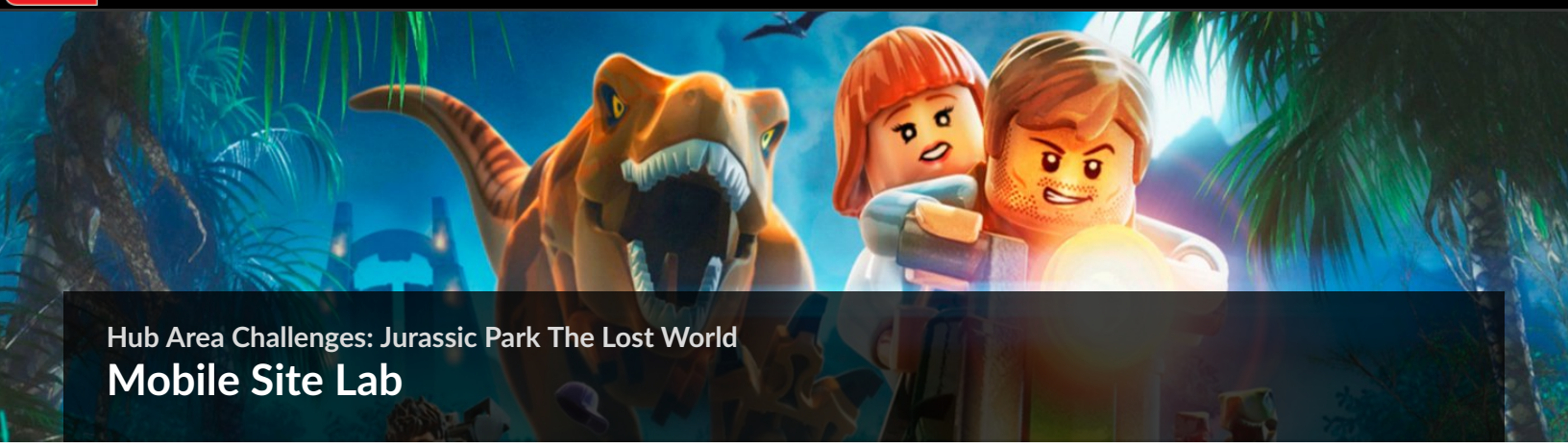
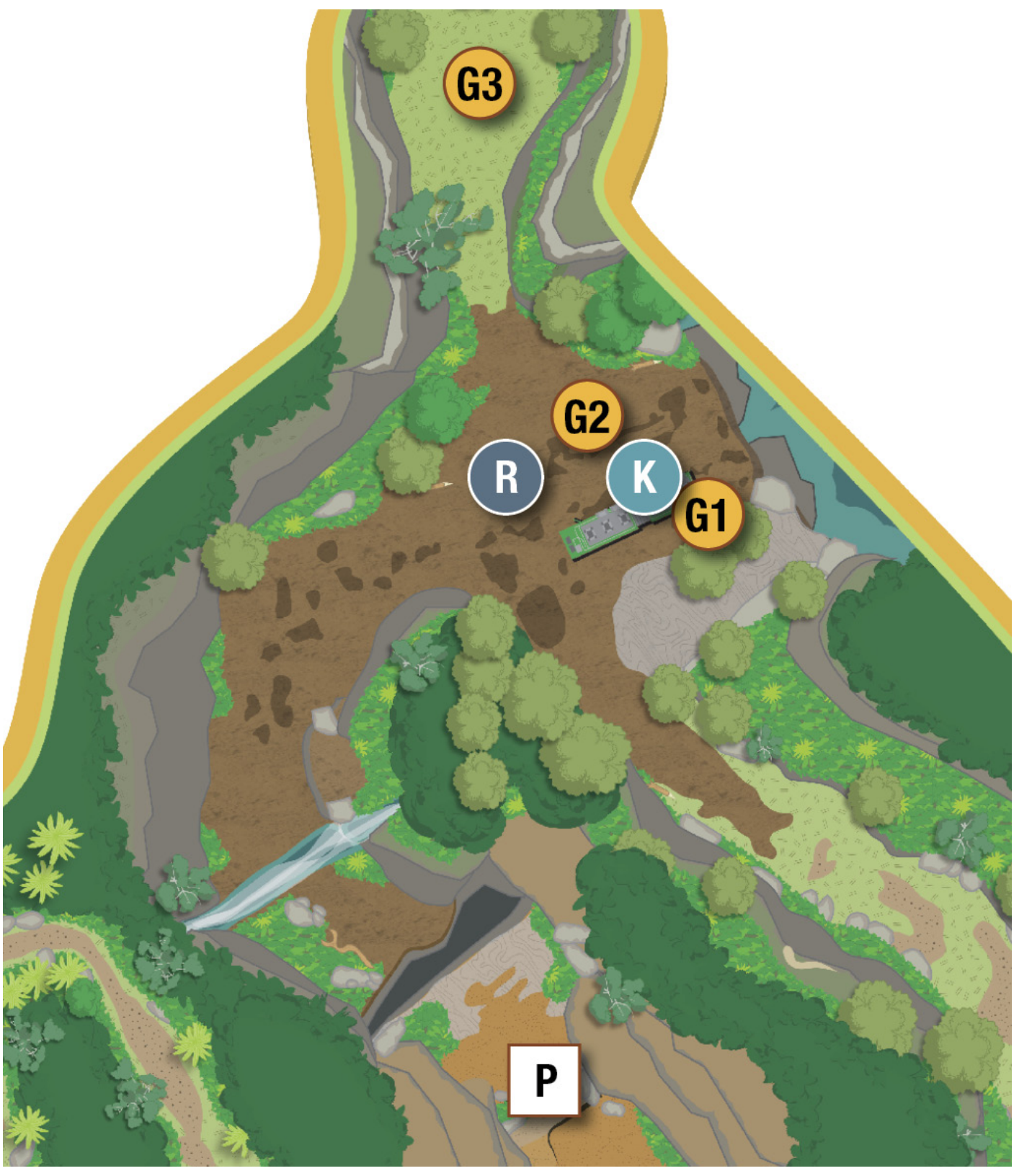


Hub Area Challenges: Jurassic Park The Lost World

Mobile Site Lab

Mobile Lab Site

The Mobile Lab Site area is the first one you come across with the vehicle pad. It also has five challenges which are scattered around this area. While the race takes you back to the previous area, the photograph challenge leads you forward to the next area.



Mobile Lab Site Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Use a Dilophosaurus to spit at a pile of black rocks near the cliff's edge to break them up. Then move in and get the Gold Brick.
G2	Gold Brick	Water a grow spot with a character with that ability. When a flower blooms, a Gold Brick drops out.
G3	Gold Brick	You must rescue a captured Gold Brick. (See "The Caged Gold Brick.")
P	Photograph	Follow the trail around toward the Hunting Plains; then break a rock and build a tripod. Select a character with a camera and take the photo.
R	Race	Race through a series of checkpoints within the time limit. Since you need to be able to jump and run, use a Gyrosphere to do this.

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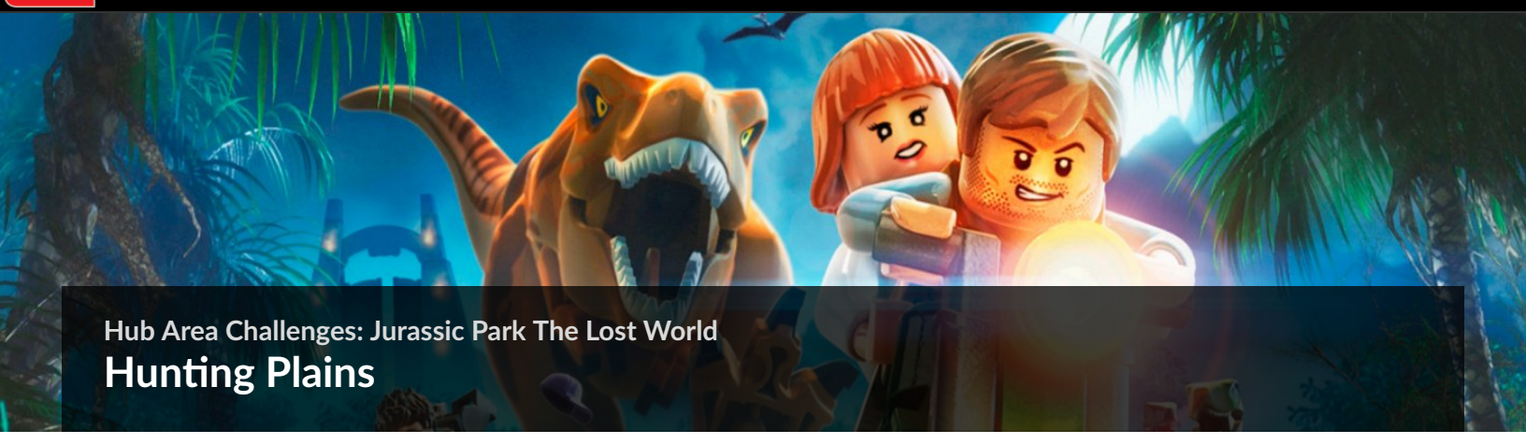
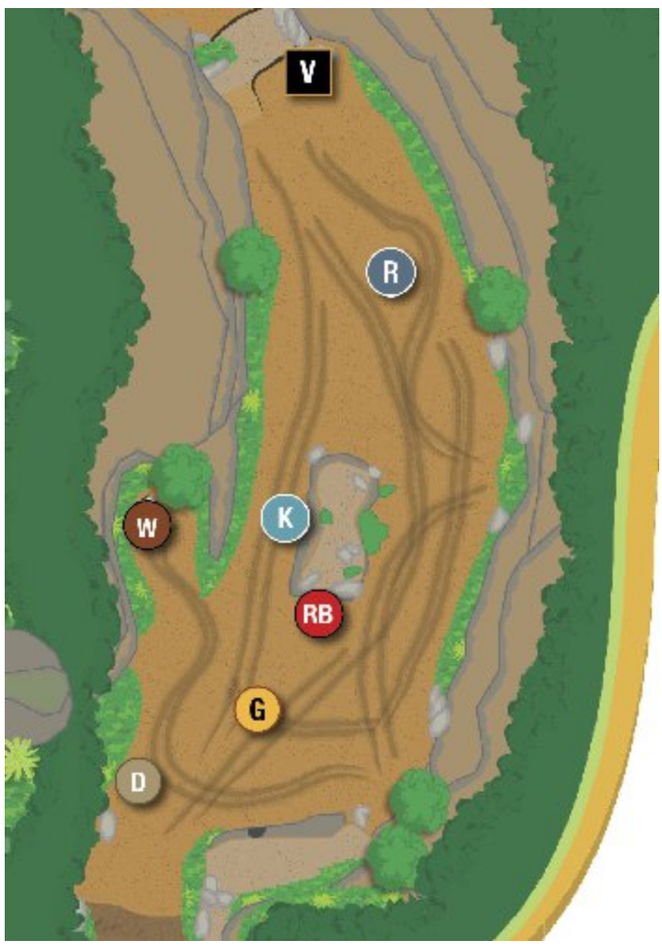


Hub Area Challenges: Jurassic Park The Lost World

Hunting Plains

Hunting Plains

The Hunting Plains is in the middle of the hub and it's wide open compared to the other areas. There are a total of five challenges here.



Hunting Plains Challenges		
Icon	**Type**	**Notes**
D	Sick Dino	See "Healing the Dino." (Completed in the Story Mode's Hub Transit 7.)
G	Gold Brick	Select a large dinosaur that can break quake LEGO; then use it to break three of the pads to get the Gold Brick.
R	Race	Select a vehicle and then race around this area without letting time run out to complete the race and earn a Gold Brick.
RB	Red Brick	Use the Gyrosphere fling pad to break tech. Use the roar ability on the amber revealed and collect the Red Brick.
W	Worker in Peril	A worker is surrounded by a Compy herd. Use Eric Kirby's ability to drive them away to save the worker and get a Gold Brick.

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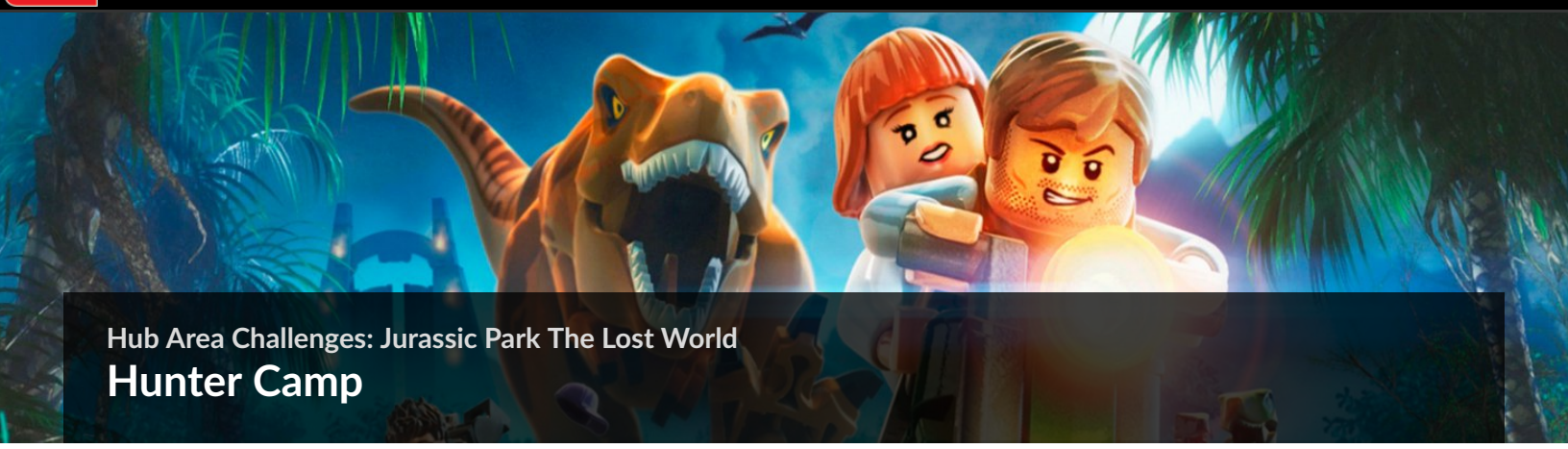
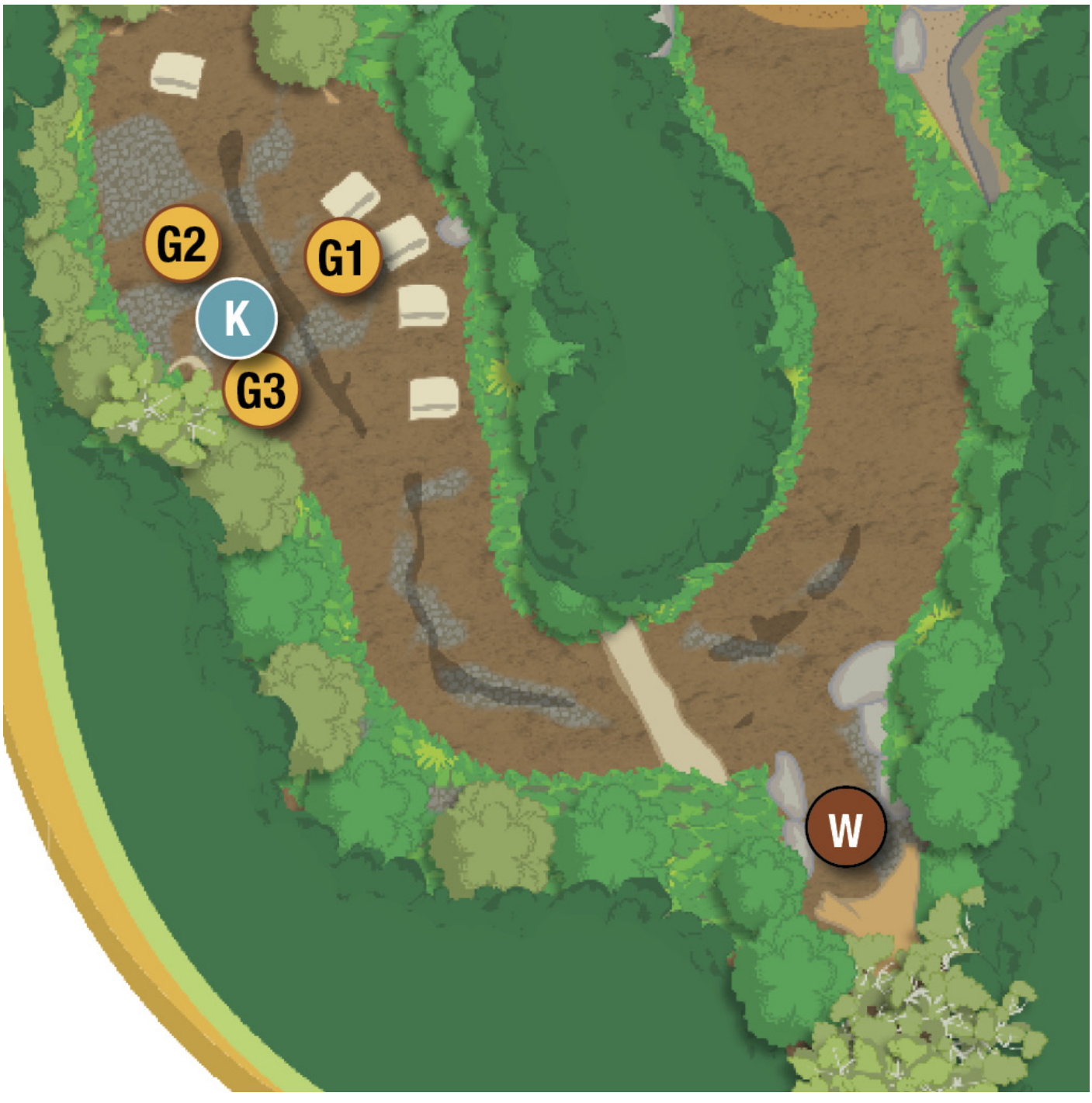


Hub Area Challenges: Jurassic Park The Lost World

Hunter Camp

Hunter Camp

The InGen hunters have set up camp in this part of the jungle. While a few of them will fight you, there are others that need your help and will show their appreciation with rewards of Gold Bricks.



Hunter Camp Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Break up some crates near the tents and assemble the pieces into a giant marshmallow for toasting over the campfire to get this Gold Brick.
G2	Gold Brick	Grow some flowers and play music to get this Gold Brick. (See “Musical Flowers.”)
G3	Gold Brick	A hunter has lost his rifle. Use a small character to go through a hatch in the tree to find the rifle. Pick it up and take it back to the hunter to get a Gold Brick.
W	Worker in Peril	Cut away a wall of vines with a knife or raptor claw; then use Eric Kirby to drive away a Compy herd to save this worker and get a Gold Brick.

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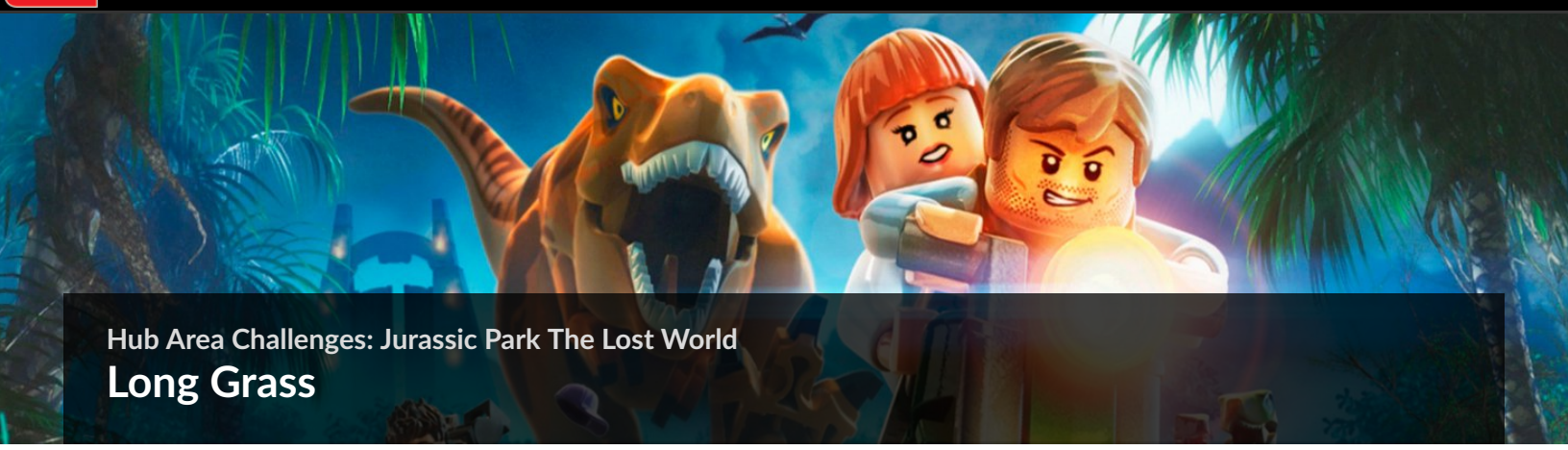
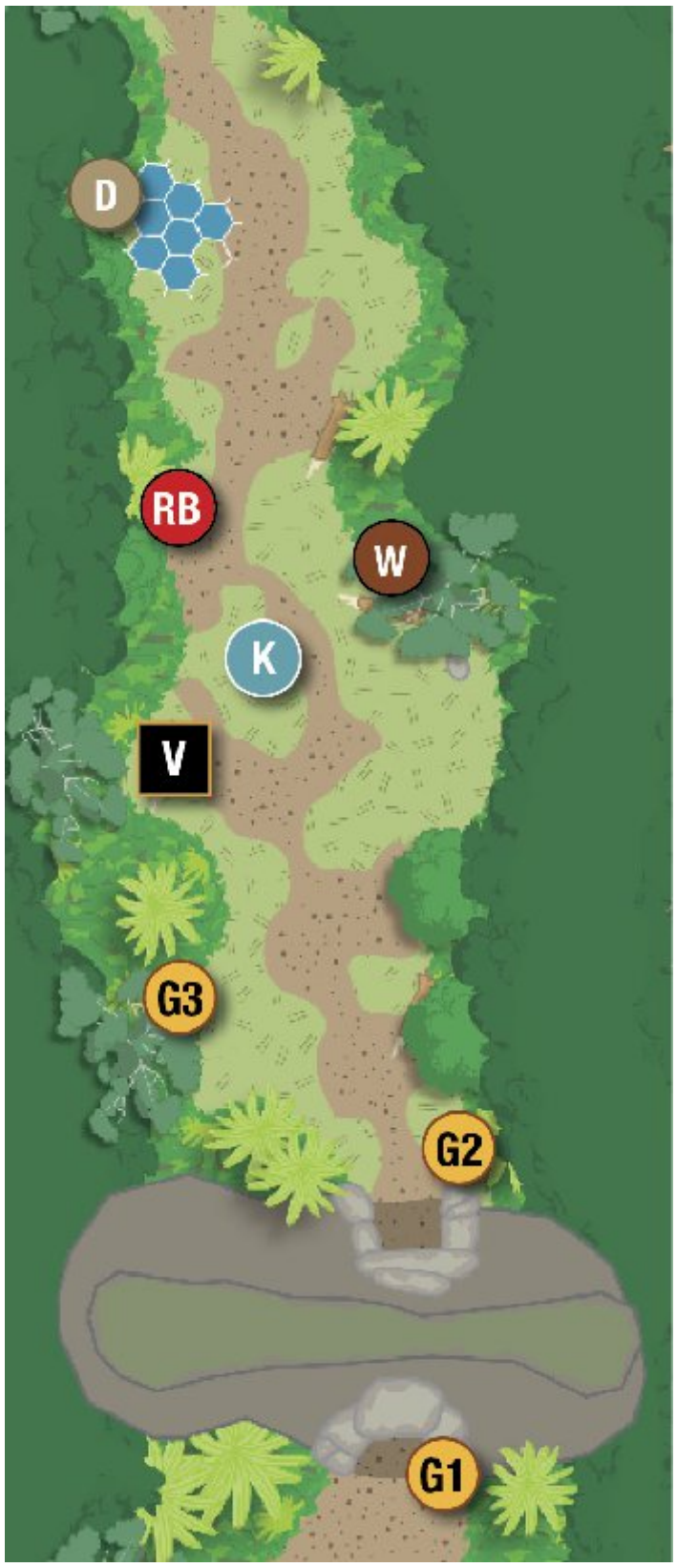


Hub Area Challenges: Jurassic Park The Lost World

Long Grass

Long Grass



This area contains six challenges which are all located near one another. While some are fairly obvious, others are a bit more hidden. Be sure to look around and even look up to find objects that will lead you to Gold Bricks and a Red Brick.

Long Grass Challenges

Icon	Type	Notes
D	Sick Dino	Heal a sick Velociraptor to get this Gold Brick. (See “Raptor Recovery.”)
G1	Gold Brick	On the outside of the waterfall tunnel, use a grappling hook on an orange piece. Then climb up the rope and jump across the grab points to get the Gold Brick.
G2	Gold Brick	Use a crowbar to pry open a rock to get at the Gold Brick.
G3	Gold Brick	Select a raptor and pull on a raptor rail to get to the Gold Brick.
RB	Red Brick	Switch to a raptor and follow a scent trail around the area to find the Red Brick.
W	Worker in Peril	A worker is stuck under a vehicle. Pull the worker out from under the vehicle and get the Gold Brick.

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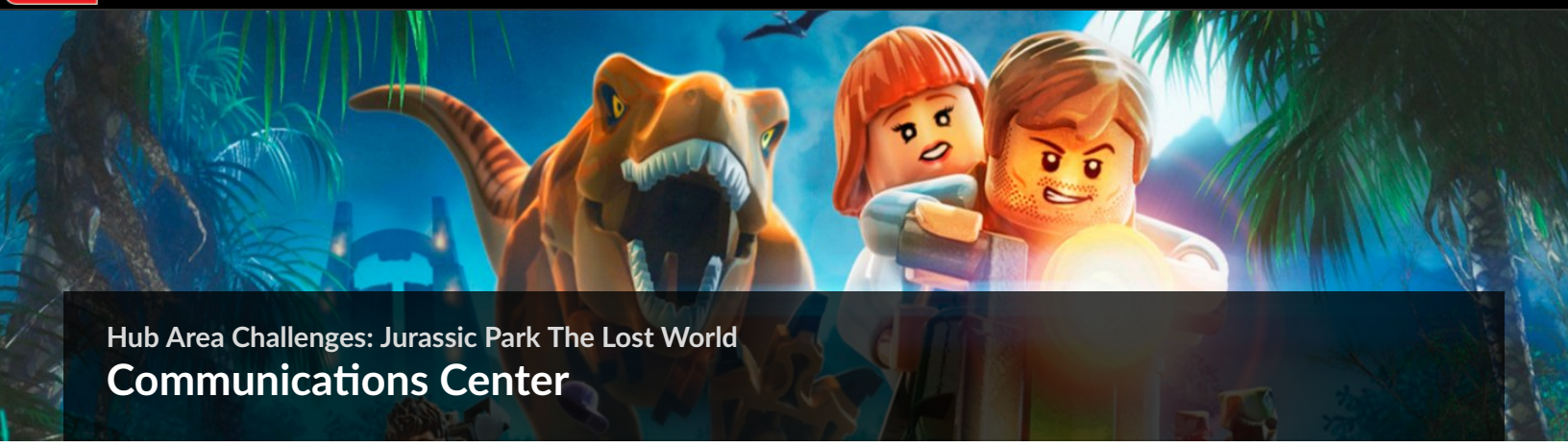
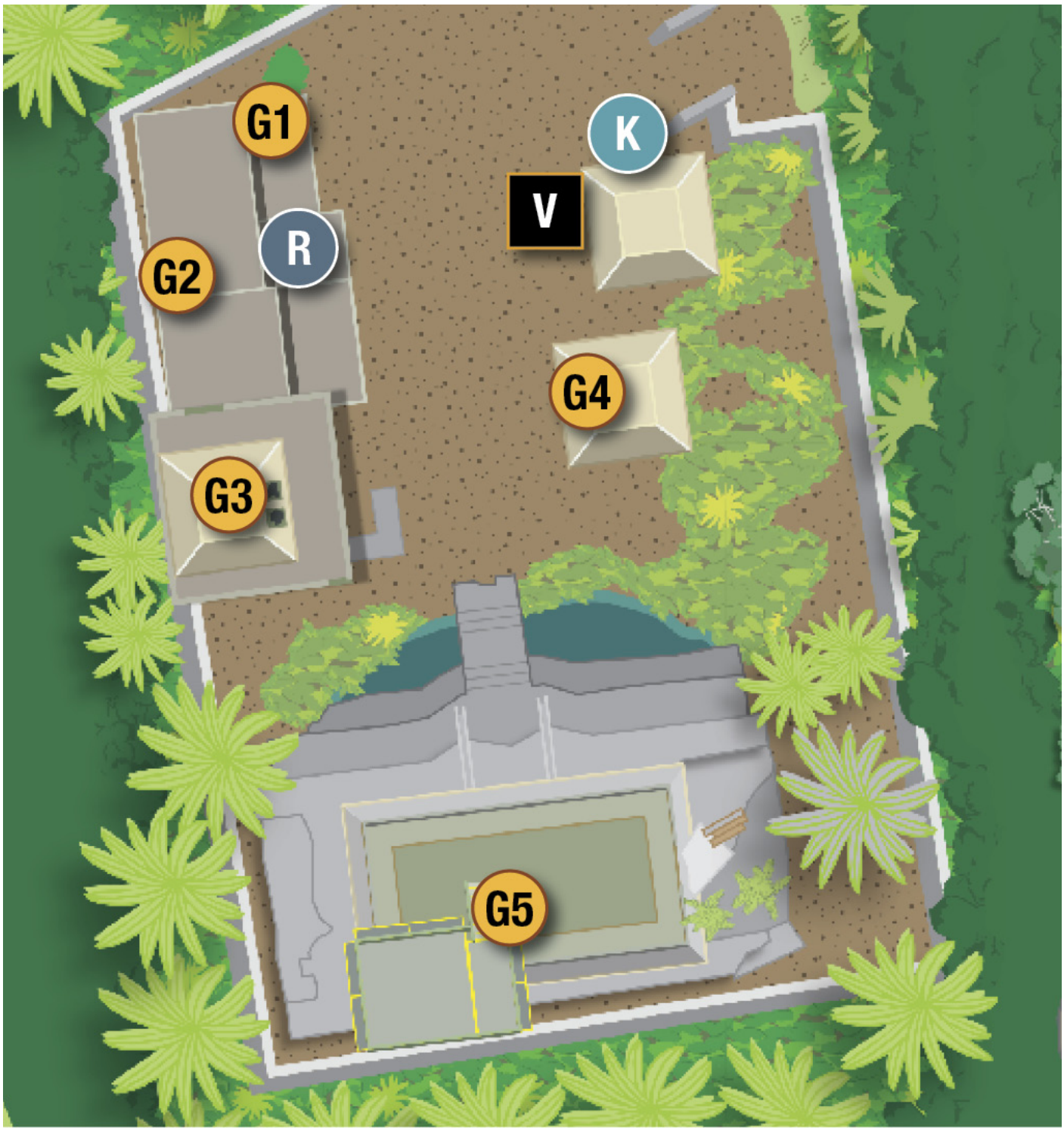


Hub Area Challenges: Jurassic Park The Lost World

Communications Center

Communications Center

The Communications Center is located at the end of the long and winding trail which began at the docks. Six challenges are here, all within the walled compound. You will need to get on the roofs of two buildings for a few of the challenges.



Communications Center Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	This Gold Brick is located in a garage. (See “Car Repair.”)
G2	Gold Brick	As a raptor, follow scent trails on the roof of the building to find the Gold Brick.
G3	Gold Brick	Go around the back of the tower and break up objects to find a hatch. Use a small character to go through the hatch and get to the top of the tower. Then use a screaming character to shatter the glass to get the Gold Brick.
G4	Gold Brick	Use a Dilophosaurus to spit several times at the black sign on the wall to break it into pieces and get the Gold Brick.
G5	Gold Brick	Switch to a Compy and go through Compy Tubes to get the Gold Brick
R	Race	As a raptor, pounce onto the garage roof using the raptor rail; then race through a series of checkpoints which require you to jump. Complete the race before time runs out and get a Gold Brick.

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Hub Area Challenges: Isla Sorna

Ingen Compound

InGen Compound

This is the area around InGen research lab that you explored in level 13, “The Breeding Facility.” Five simple Gold Brick challenges can be found here.

InGen Compound Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	A lone Compy attacks when you step onto the paved area. Defeat it to trigger a wave of Compy attackers. Knock out the enemies within the time limit.
G2	Gold Brick	Shoot the electric switch in the yard with an electric rifle.
G3	Gold Brick	Switch to a raptor and pull the dino switch.
G4	Gold Brick	See “Find G-E-N.”
G5	Gold Brick	After you shatter the glass entrance with a scream character, solve the academic panel inside the facility.

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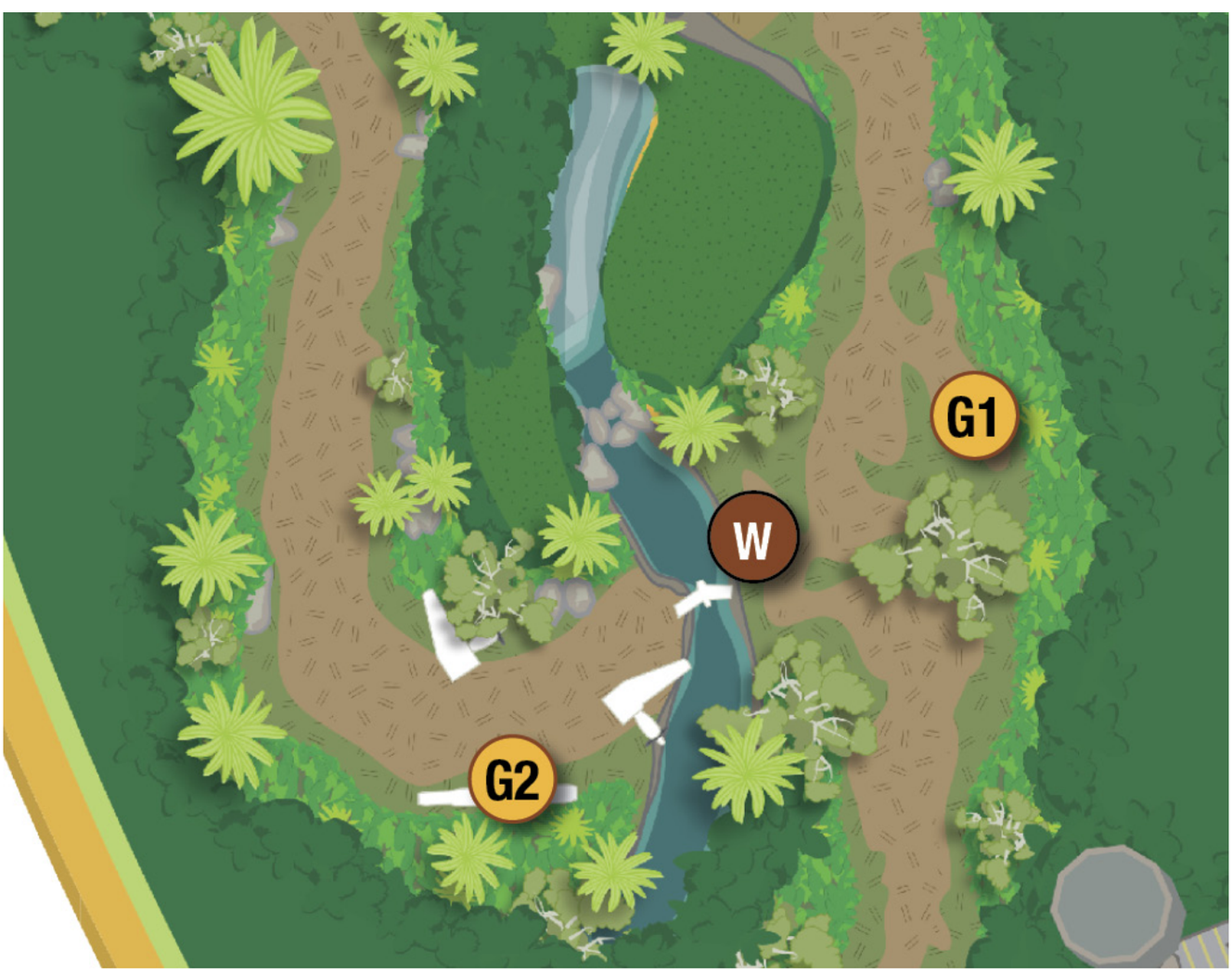
Hub Area Challenges: Isla Sorna

Crash Site

Crash Site

This area filled with airplane debris features a Worker In Peril and three Gold Bricks, one of which is for rescuing the worker. Also note a raptor scent trail that begins in this area ends in the next area, Spinosaurus Territory. The Gold Brick that you find counts toward the total listed for that area, not this one.



Crash Site Challenges		
Icon	**Type**	**Notes**
W	Worker In Peril	Cut through vines near the tailpiece bridge over the stream to find a rope winch. Slice that too to cut down Ben Hildebrand from the tree.
G1	Gold Brick	See “Three Nest Eggs.”
G2	Gold Brick	Use a charging dinosaur to smash open the cracked airplane fuselage and snag the Gold Brick from the cargo hold.

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Hub Area Challenges: Isla Sorna

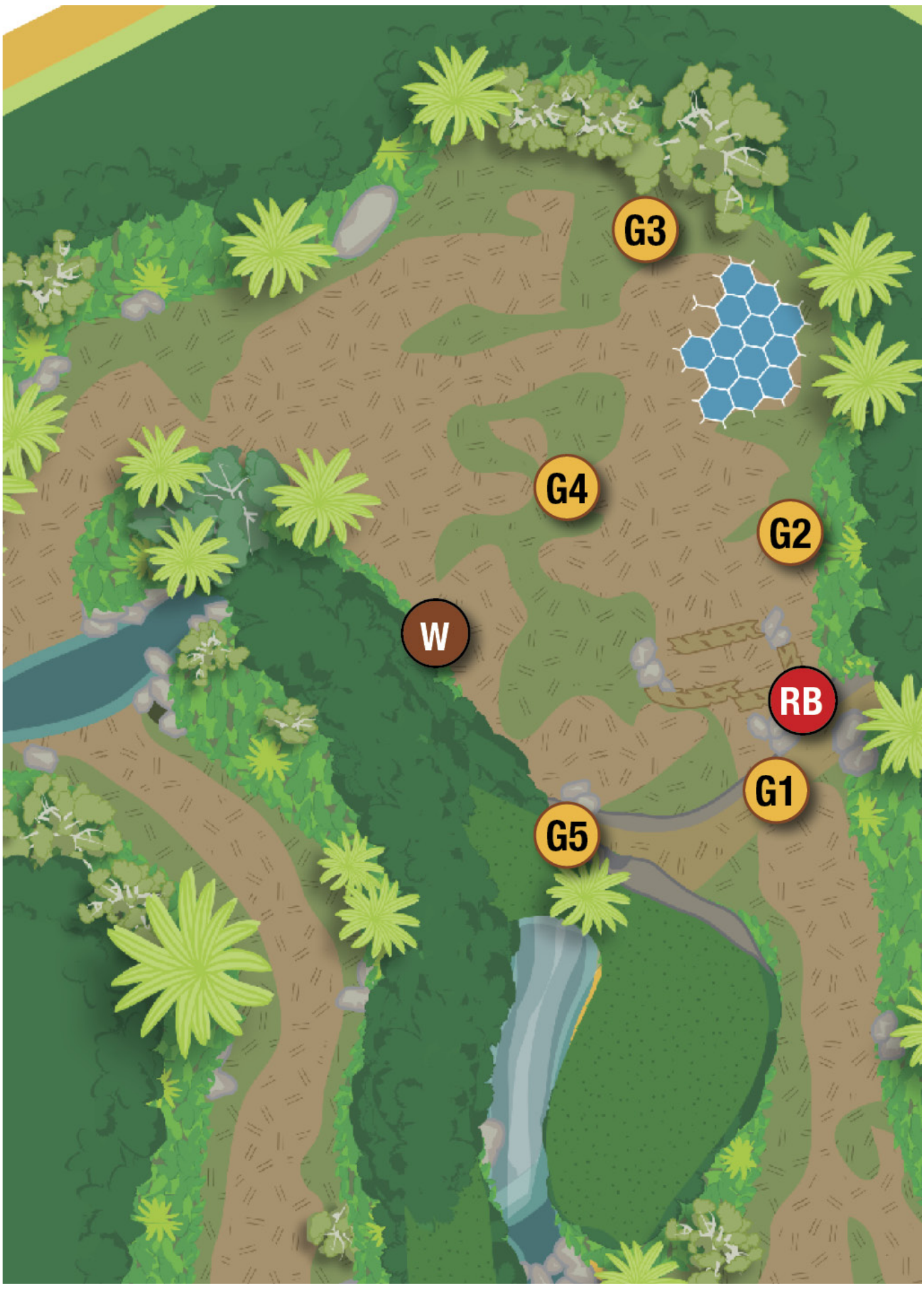
Spinosaurus Territory

Spinosaurus Territory

This big clearing includes a useful Dinosaur Spawner. Look for a Worker In Peril, six Gold Bricks (including one for saving the worker), and a valuable Red Brick. Note that one of the Gold Brick challenges is a raptor scent trail that actually starts back at the Crash Site area. Note also that you must assemble the spawner's control panel from a pile of build-it parts before you can use it.

Spawner Cost

You need 90 Gold Bricks in your collection before you can use the dino spawner.



Spinosaurus Territory Challenges

Icon	Type	Notes
G1	Gold Brick	Back at the Crash Site, switch to a raptor and follow the scent trail that starts at the tailpiece bridge. It leads up the trail to the cliff edge where the raptor unearths a Gold Brick.
G2	Gold Brick	Rummage in the droppings pile; then assemble the build-it pieces into a phone booth. A Gold Brick falls out!
G3	Gold Brick	Water the plant root near the dino spawner. Jump to the twirl poles that sprout from the flower that grows and swing over to the green vine. Climb the vine and jump through the Gold Brick.
G4	Gold Brick	Spawn a T. rex from the dino spawner and use its roar to shatter the amber block in the center of the clearing. This triggers an attack wave of bone Velociraptors! Destroy the enemies within the time limit to earn the Gold Brick.
G5	Gold Brick	See "Cave Brick."
W	Worker In Peril	Send the T. rex you just spawned over to the worker trapped in a bone cage and bite off the dino-strength barrier to free Nash and earn a Gold Brick.
RB	Red Brick	Spawn a Compsognathus and find the opening in the logs. Work your way through the short maze to reach the Red Brick.

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Hub Area Challenges: Isla Sorna

Eric's Hideout

Eric's Hideout

This is the same enclosure and island where you completed Level 14, "Eric Kirby." Look for five Gold Bricks in this fairly straightforward area.

Eric's Hideout Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	See "Scan & Slam the Vent."
G2	Gold Brick	Switch to a Dilophosaurus and spit at the black LEGO in the open garage just to the right of the observation tower to get a brick.
G3	Gold Brick	Switch to Eric Kirby and hop across the water to the crate next to the Compy swarm. Stop there and toss a bottle of T. rex scent to scatter them. Grab the brick from the truck hatch that pops open.
G4	Gold Brick	Water the plant root on the shore just across from the truck to grow a wild vine with two bounce-pad flowers. Bounce to the second flower; then bounce up again to the Gold Brick floating above it.
G5	Gold Brick	Back on shore, use the goo spit of a Dilophosaurus to break apart the black LEGO near the truck and reveal a cave. Switch to an illumination character (like Ian Malcolm with a flare) to enter and grab the brick inside.

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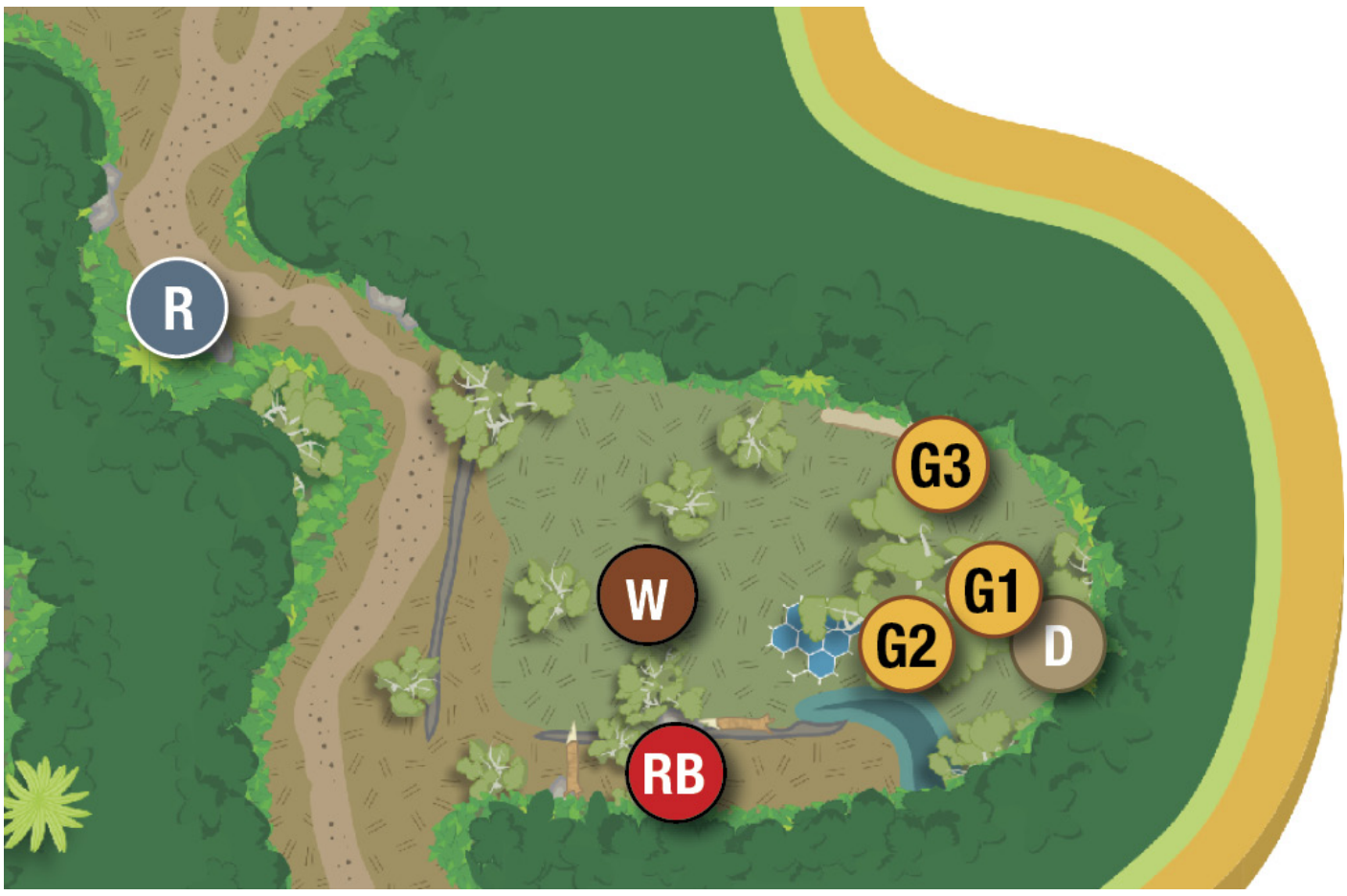
Hub Area Challenges: Isla Sorna

Ankylosaurus Territory

Ankylosaurus Territory

This area features a nice variety of collectibles. Heal a sick dino, rescue a worker, and complete a race, all of which earn a Gold Brick each. Also look for three more Gold Bricks and a Red Brick. Here's a tip: You need a custom dinosaur to get one of the Gold Bricks—a Velociraptor with a T. rex head; now it can roar like a big dino!



Ankylosaurus Challenges

Icon	Type	Notes
W	Worker In Peril	Pull out the worker stuck under the log to pick up a Gold Brick.
RB	Red Brick	A big nest sits nearly hidden on a narrow terrace to the right just as you enter the area. Deliver three lost eggs to the nest and get a Red Brick in return! One egg is on the ground at the base of the tree not far from the kiosk. Another is behind the wall of vines near the sick dino. The third is on the terrace where the nest sits, just beyond it.
G1	Gold Brick	Have Eric Kirby toss a bottle of T. rex scent to chase the Compy pack away from the loose dirt pile near the sick dino. Dig in the dirt to find a Gold Brick.
G2	Gold Brick	Use a dinosaur with charge ability to bash open all four of the cracked LEGO boulders around the area. You find a Gold Brick inside the fourth rock, regardless of order.
G3	Gold Brick	Here's a really tricky one. There's a Gold Brick inside that amber rock in the clearing. But you can't spawn a large dinosaur at the dino spawner here, so you need a custom dinosaur to shatter the amber. At a Dinosaur Customizer in the Visitor Center or the Innovation Center, add a head with the Roar ability (like T. rex) to a small or medium dinosaur like the Velociraptor. Return to Ankylosaurus Territory and use that dinosaur to roar at the amber rock, releasing the Gold Brick inside.
D	Sick Dino	See "Healing Ingredients."
R	Race	Spawn a Gyrosphere at the Aviary vehicle pad and drive up to the starting gate at the top of the path. This race runs straight down the path to the beach. Beat the time for each gate to win a Gold Brick.

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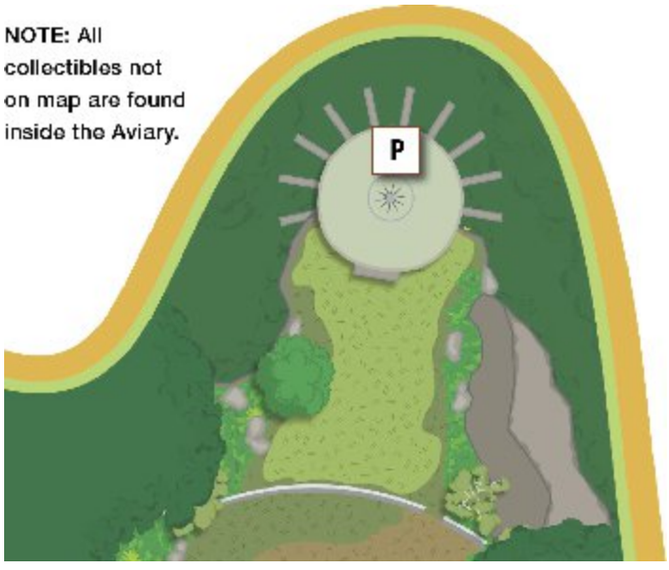
Isla Sorna Aviary

Isla Sorna Aviary

This huge space is unlike anything you've seen before. It calls for a lot of flying—far more than any of your humans can do with a mere parachute. But the dino spawner here lets you produce Pteranodons and Dimorphodons, so you're all prepared.



Isla Sorna Aviary Challenges		
Icon	**Type**	**Notes**
P	Photograph	Find the photo spot near the window on the entry level before you descend the stairs into the aviary.
G1	Gold Brick	Fly a dino through the rock arch to snag a Gold Brick floating in the center.
G2	Gold Brick	Smash three skeleton crews: a band directly across from the spawner; a lone picnicker on the low, small outcropping; and a bony tennis match on the narrow peninsula sticking out from the side opposite the spawner.
G3	Gold Brick	Defeat Troodons defending their eggs down on a lower plateau. Knock out the enemies and win the brawl to pick up a Gold Brick in the middle of the three eggs.
G4	Gold Brick	Fly a Pteranodon to the center bridge and pull then release the walkway switch to smash the debris blocking the way. Glide Billy across the bridge gap; then switch to a crowbar character and pry open the gate. Walk left to the closed gate; you can see the Gold Brick just beyond it. Switch to the Pteranodon and pull then release the switch above the walkway to open the gate. Switch back to your human character to walk in and grab the brick.
G5	Gold Brick	Walk Billy Brennan onto the diving board and press Use. Fly through the stud circles and land on the small platform to get the Gold Brick.
R	Race	Just above the spawner is the first gate of an aerial checkpoint race. Hit all the gates in time to earn a Gold Brick.
RB	Red Brick	See "Pulling Switches."

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Hub Area Challenges: Jurassic World

Main Street

Main Street

Jurassic World's main thoroughfare is bustling with crowds. Here you can find five Gold Bricks plus a photography spot and a Worker in Peril that can earn you two more Gold Bricks.

Main Street Challenges		
Icon	**Type**	**Notes**
P	Photograph	Take a photo on the corner where Main Street meets the waterfront walk.
G1	Gold Brick	See "Smash the Saxophones."
G2	Gold Brick	Send a hacker like Lex Murphy to play the driving game in the Arcade on the waterfront walk. Make it across the finish line in time by avoiding the cars along the road.
G3	Gold Brick	Shoot the electric switch above the Arcade with an electric rifle to activate the rocket ship ride and earn a brick.
W	Worker In Peril	Help the poor fellow trapped under the Cupcakes shop security door. Send a Velociraptor to pull and release the dino switch between the shop and the Theatre.
G4	Gold Brick	Shoot the bull's-eye in the souvenir stand to trigger a shooting gallery. Shoot all six new bull's-eyes that appear to win the Gold Brick.
G5	Gold Brick	Find the climbing blocks on the pillar here near the entrance to the monorail. Hop up the blocks to the roof; then run to the right until you reach the Gold Brick.

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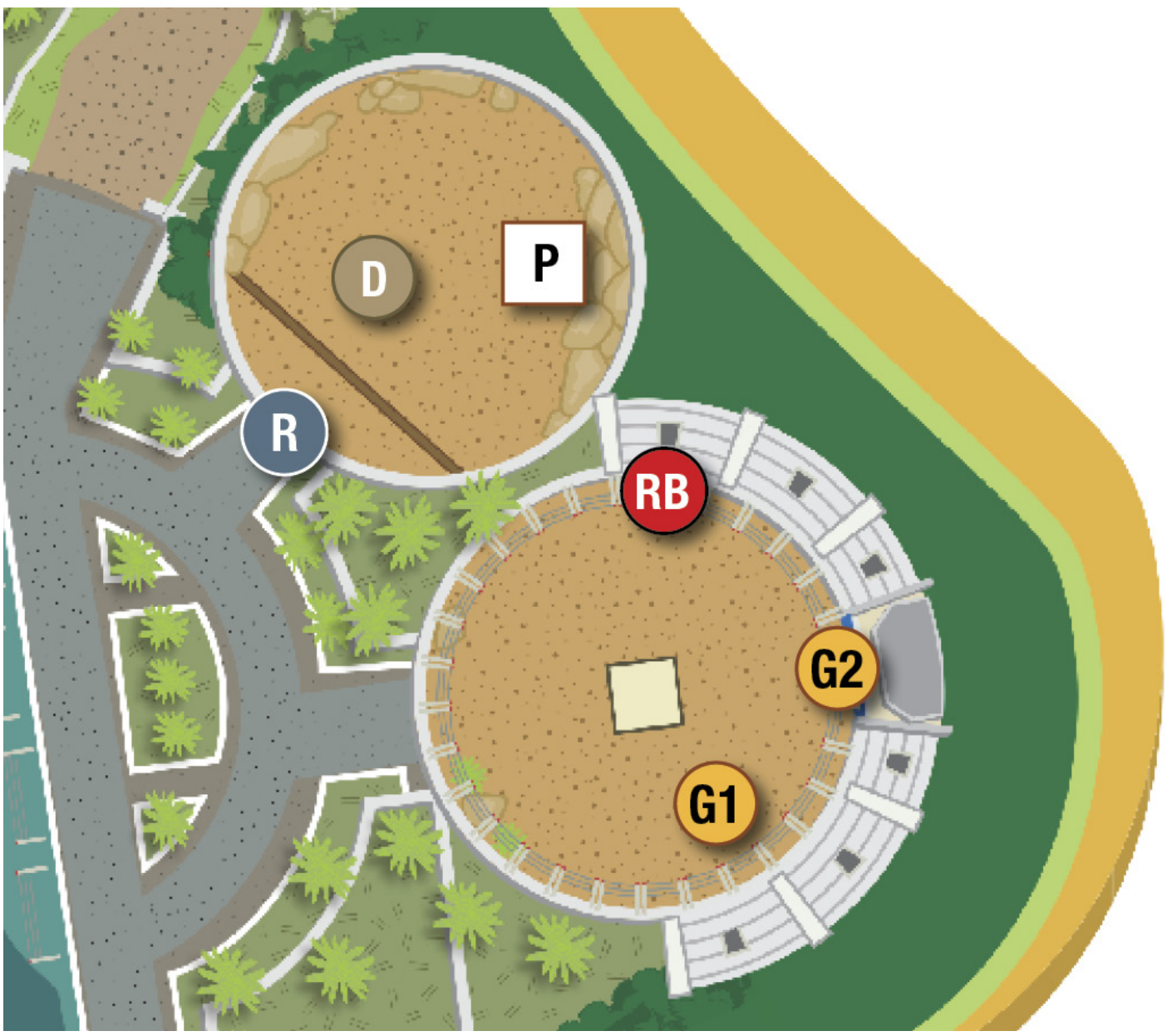
Hub Area Challenges: Jurassic World

East Boardwalk

East Boardwalk

The East Boardwalk area features three freestanding Gold Bricks, plus bricks for using a photography spot, healing a sick dino, and a completing checkpoint race. You can also find a Red Brick here too.



East Boardwalk Challenges		
Icon	**Type**	**Notes**
P	Photography	Take a photo at the spot in the Petting Zoo just to the left of the soccer goal.
D	Sick Dino	See “Dino Food.”
R	Race	Switch to a fast runner like Gallimimus and start the race from the gate at the entrance to the Petting Zoo. Follow the gates all the way back to Safari Plains to win.
G1	Gold Brick	In the Pachycephalosaurus Arena, follow the scent trail with a raptor to unearth a Gold Brick.
G2	Gold Brick	Use a Pachycephalosaurus to head-bash through the cracked LEGO door. Then defeat the waves of attackers within the time limit.
G3	Gold Brick	Score a goal three times in the petting zoo.
RB	Red Brick	In the Pachy Arena, use a raptor to pull and release the dino switch to bring up a black LEGO target. Switch to a Dilophosaurus and spit goo at the eight targets within the time limit to win a Red Brick.

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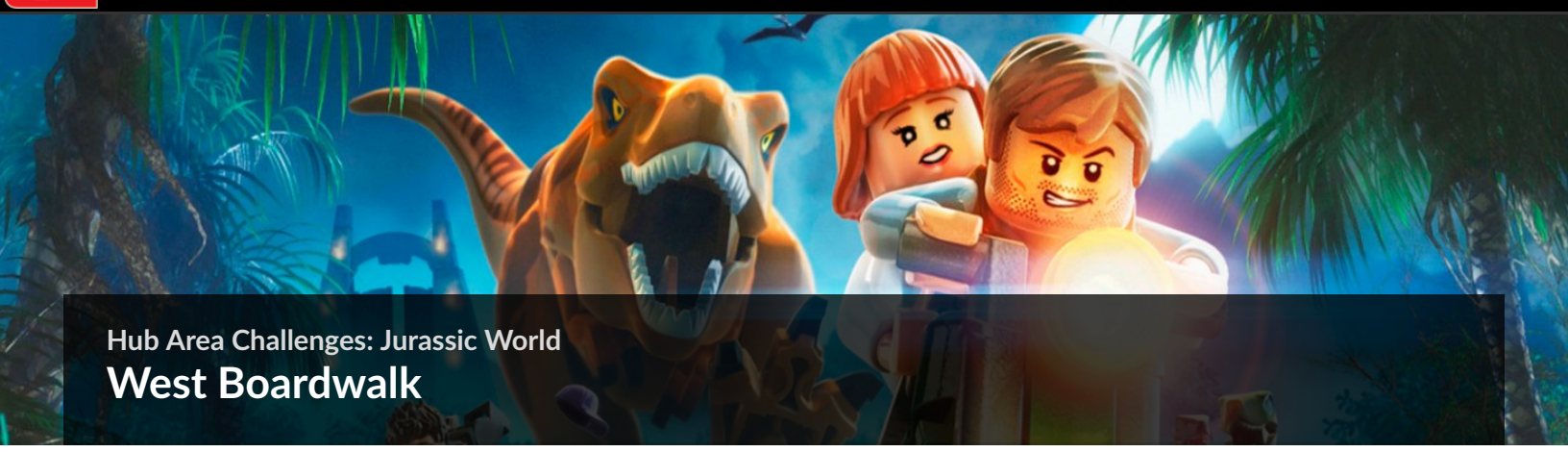
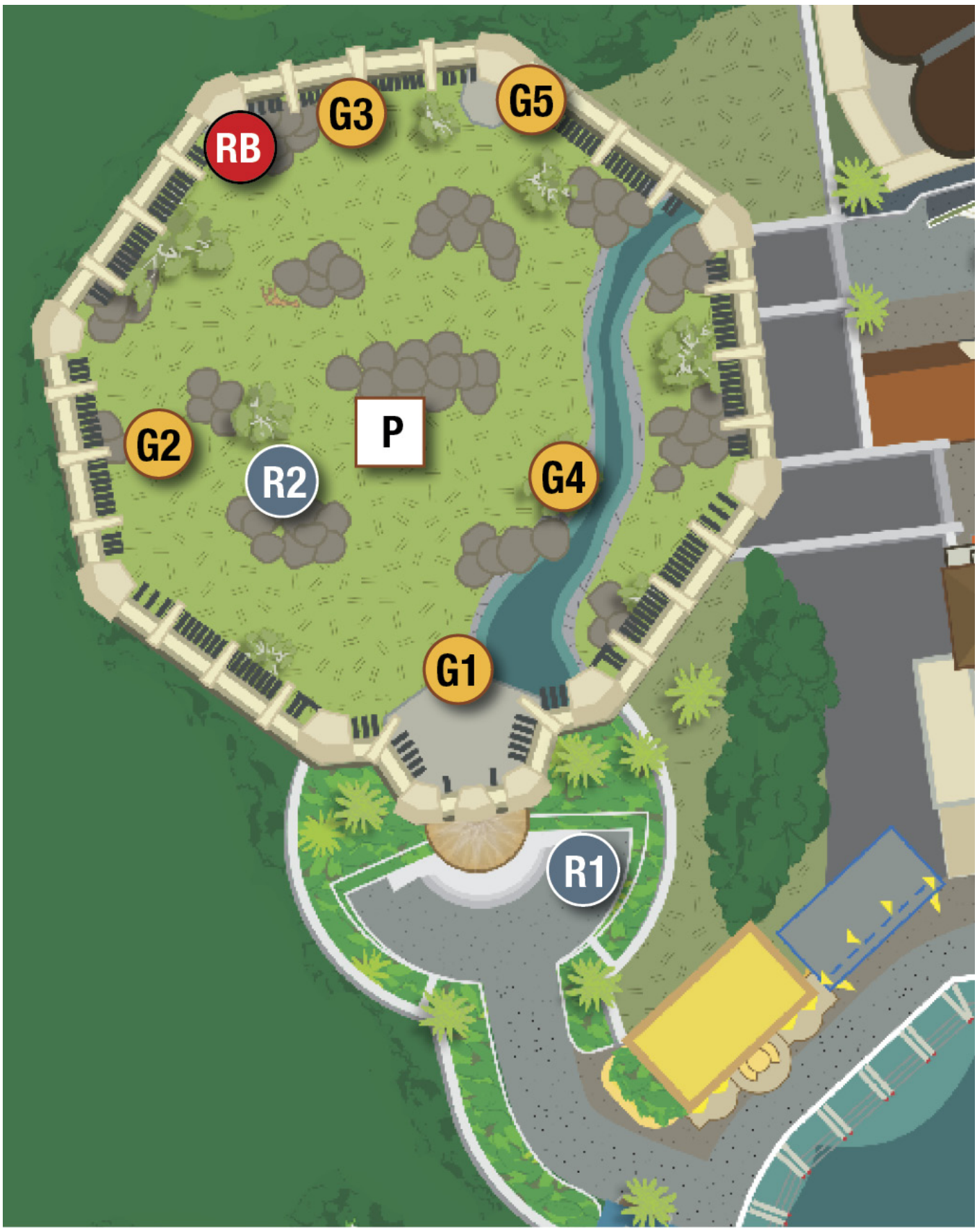


Hub Area Challenges: Jurassic World

West Boardwalk

West Boardwalk

The highlight of the West Boardwalk is the T. rex paddock. Look for a photo spot, a Red Brick, a pair of races (one inside and one outside the paddock), and five standalone Gold Bricks.



West Boardwalk Challenges		
Icon	**Type**	**Notes**
R1	Race	Use a crowbar to open the pigpen on the patio outside the T. rex paddock. Hop on the speedy pig and ride to the starting gate just ahead. Beat the time at each gate to earn a Gold Brick. The course takes you all the way to Gyrosphere Valley!
G1	Gold Brick	After you use Jurassic World Access to unblock the lift platform then ride down, shoot the electric switch left of the lift with an electric rifle. This releases the T. rex into the pen and drops a Gold Brick up on the viewing balcony.
P	Photography	Find the photo spot in the center of the paddock near the central rock formation.
G2	Gold Brick	Use T. rex's roar to shatter the amber on the dino spawner, uncovering a Gold Brick.
G3	Gold Brick	Use T. rex's roar to shatter the amber hatch over the academic board by the big entry doors. Solve the equation to open the gate and release four Gallimimuses. Switch to T. rex and hunt them all down to earn a Gold Brick that appears on the ground by the big gate.
RB	Red Brick	See "Red Brick Tower."
R2	Race	Mount the cow on the low rock near the left tower and ride to the starting gate. Race through the course in time to earn a Gold Brick. (Like the pig, the cow is very fast.)
G4	Gold Brick	Switch to a charging dinosaur and smash all four of the cracked LEGO boulders in the enclosure to earn a Gold Brick.
G5	Gold Brick	Use a Compy to climb the right tower via the green Compy Tube. A Gold Brick sits on the platform, waiting for you.

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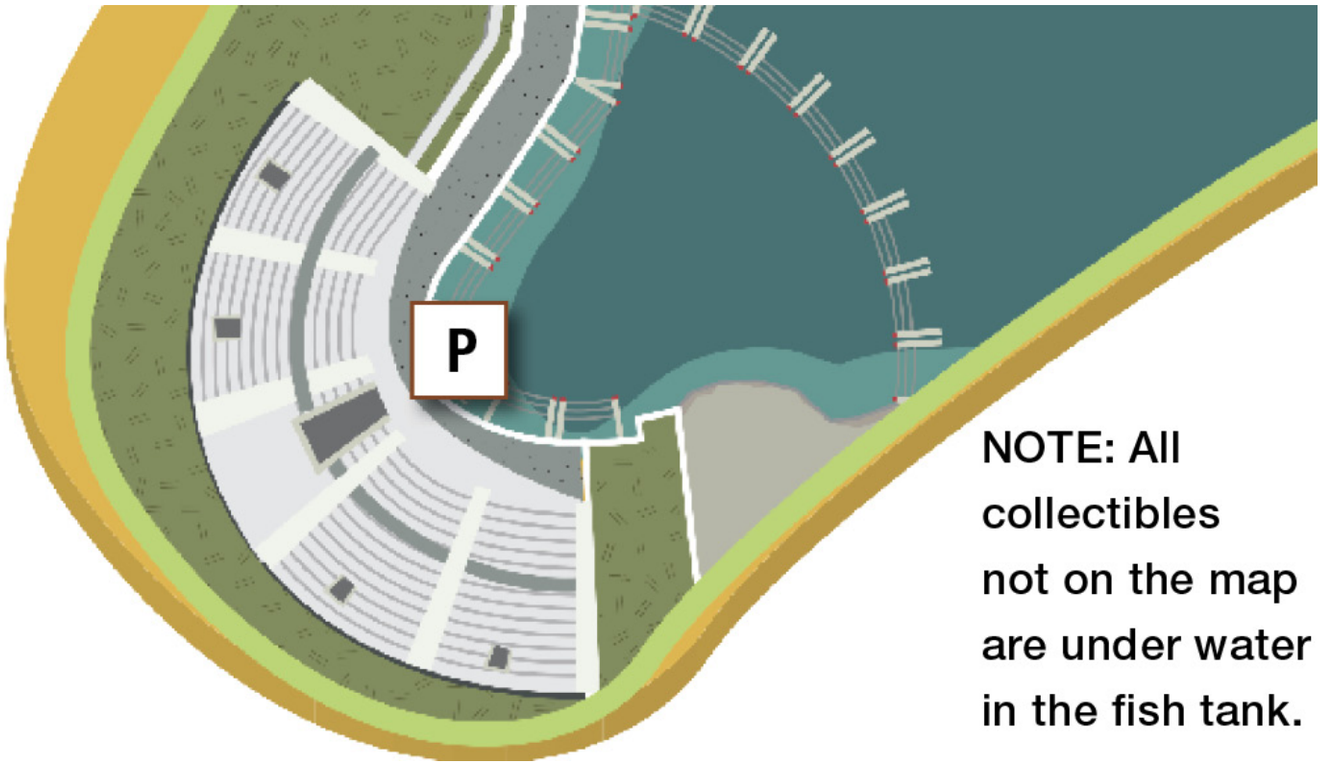
Hub Area Challenges: Jurassic World

Mosasaurus Arena

Mosasaurus Arena

This area is similar to the Isla Sorna Aviary in Hub 3 in that you enter a separate, self-contained habitat. Here, you get to play as a massive prehistoric fish in a large, open tank.



Mosasaurus Arena Challenges

Icon	Type	Notes
P	Photograph	See “A Killer Shot.”
G1	Gold Brick	When you arrive at the underwater observation chamber, switch to a Bone-Build character and assemble the big bone pieces at right into a Mosasaurus skull.
G2	Gold Brick	Snag the Gold Brick floating in the middle of a circle of gold studs.
G3	Gold Brick	Knock out six of the sharks in the tank.
G4	Gold Brick	Smash the three brown sea creatures floating in the tank. One is an ammonite shellfish, one is a starfish, and one is a trilobite. Just swim right through them.
R	Race	Swim through the first gate to trigger a checkpoint race. Get through each gate in time!
RB	Red Brick	Roar to shatter all three amber rock clusters in the tank to get the Red Brick.

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Hub Area Challenges: Jurassic World

Gyrosphere Valley

Gyrosphere Valley

This sweeping, open valley features roaming dinosaurs that you can observe from the comfort of your Gyrosphere. You'll need to hop out, though, in order to scoop up most of the collectibles in the area.

Gyrosphere Valley Challenges		
Icon	**Type**	**Notes**
P1	Photograph	Snap a shot of the Gyrosphere Valley sign near the kiosk.
R	Race	Hop in the Gyrosphere near the entrance and roll into the starting gate. Press Activate and race through the gates!
P2	Photograph	Hop out of your sphere near the Compy pack that swarms around the tripod. Switch to Eric Kirby and toss a bottle of T. rex scent to scatter the Compys. Switch to a character with a camera and snap the photo.
G1	Gold Brick	Step onto the small dock and toss a hook to the orange grapple plug on a raft out in the water. Haul in the raft and hop aboard to nab the brick.
G2	Gold Brick	Drive your Gyrosphere onto the launch pad here to get flung across the lake. The sphere flies right through a Gold Brick floating in the air!
D	Sick Dino	The sick Triceratops lies on the dino spawner. Rummage in the droppings pile on the right to find out what the dino needs; then rummage the pile on the left to find a carrot. Sharpshoot the bull's-eye in the tree to get an apple. Drive the Gyrosphere onto the nearby launch pad to get flung into the banana tree. Feed the banana that falls out to the dino.
G3	Gold Brick	After you heal the sick dino, repair the dino spawner and spawn a dinosaur who can destroy quake LEGO objects. Take control of this big dino and stomp on the three cracked ground patches in the area to earn a brick.
RB	Red Brick	See "Terrace Brick."

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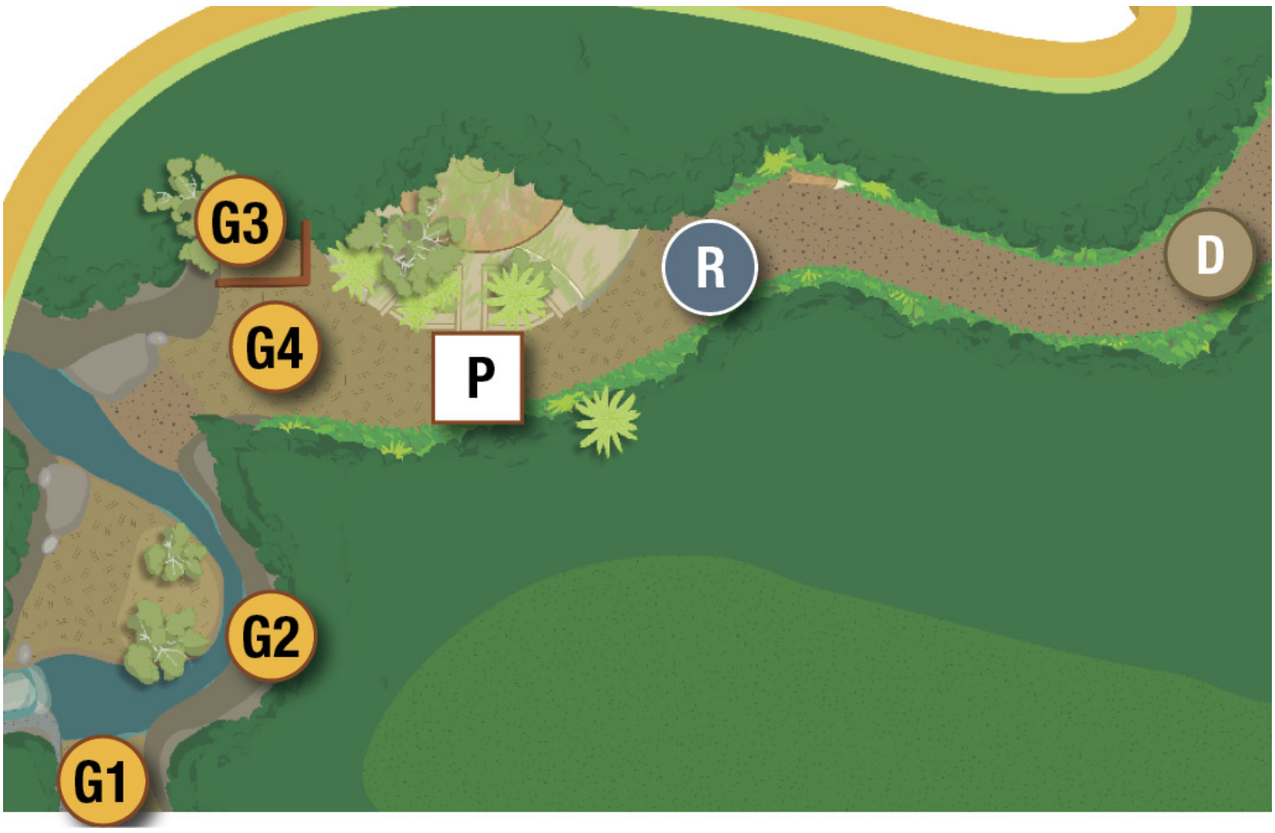
Hub Area Challenges: Jurassic World

Shady Grove

Shady Grove

This shady area is where Zach and Gray Mitchell found the old InGen vehicle maintenance facility in the “Parking Garage” mission of Level 18, Out of Bounds. This time you work along the road outside the structure.



Shady Grove Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	When you exit Gyroscope Valley and drop to the riverside ledge, turn around to see a dark cave directly behind you. Use an illumination character to get the Gold Brick inside.
G2	Gold Brick	See “Spit & Glide.”
G3	Gold Brick	Use a character with bolt cutters to slice the chain on the big brown gate next to the area entrance. A Gold Brick is just inside.
G4	Gold Brick	As you approach the facility, KO the lone Compy in the road to trigger waves of Compy attackers. Knock out 12 Compys within 45 seconds to earn the brick.
P	Photography	Use the photo spot near the staircase leading into the facility.
D	Sick Dino	Before trying the race (which takes you far from Shady Grove), find the sick Pachycephalosaurus just down the road. Rummage the small droppings pile nearby to find the leaf. Shoot the bull’s-eye in the tree to knock down the apple. Then use a Dilophosaurus to goo spit on the nearby black LEGO block to find the banana.
R	Race	Use the vehicle spawner at the facility to spawn your favorite car. Then drive into the starting gate and press Use to start the countdown. Get through all gates in time to earn a Gold Brick. You end up on the waterfront walkway next to the Petting Zoo!

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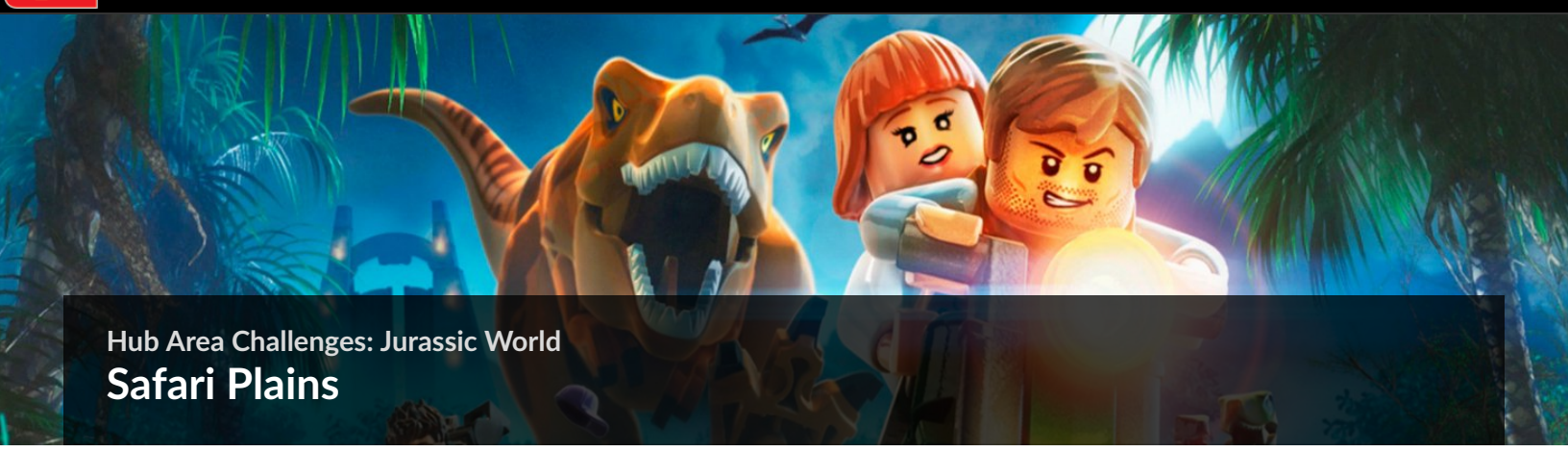
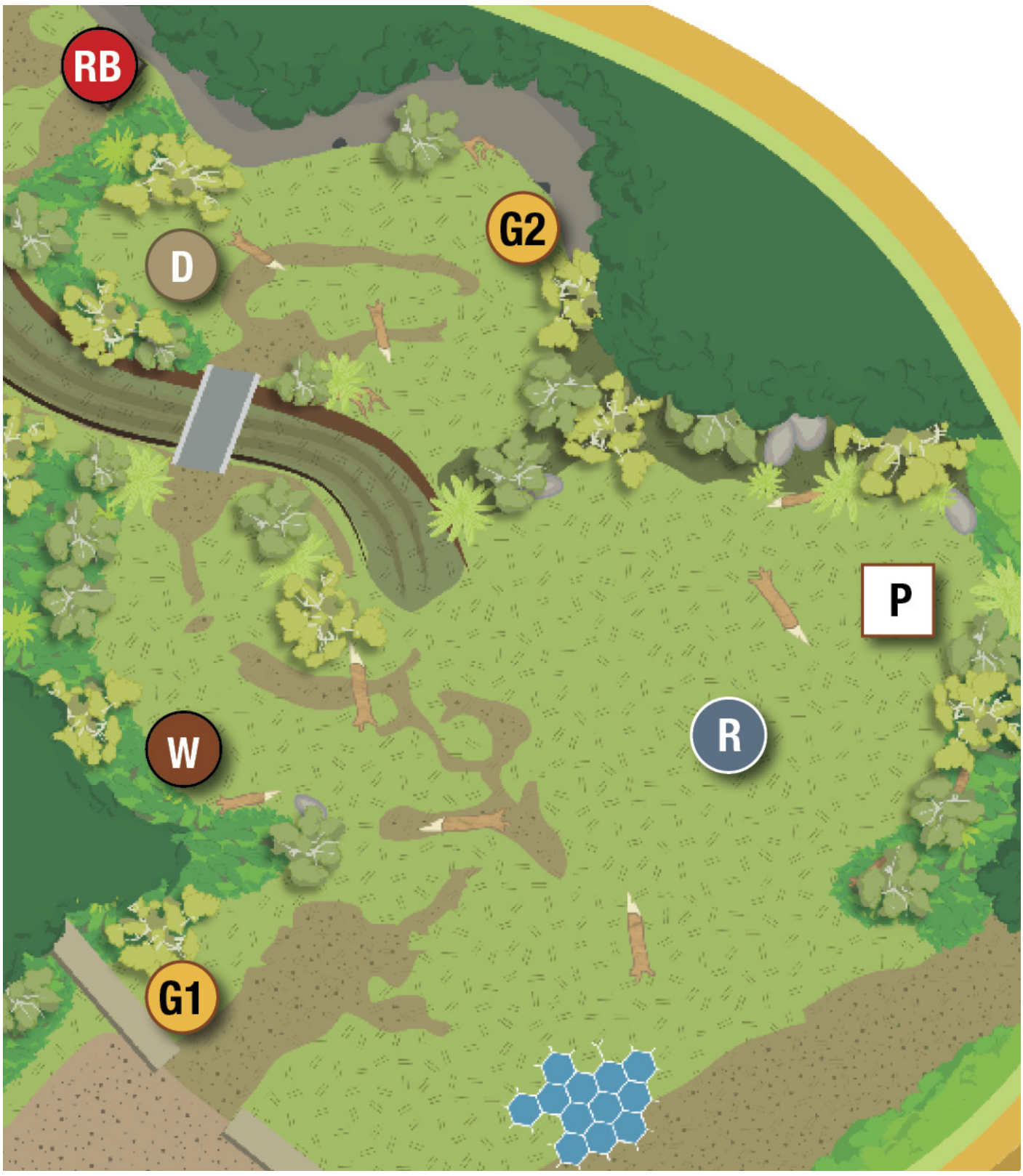


Hub Area Challenges: Jurassic World

Safari Plains

Safari Plains

This area features a pair of meadow-like clearings, one larger and one smaller. You find another sick dino in the smaller clearing, and an annoying pack of Compys.



Safari Plains Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	Switch to a charging dinosaur and smash all four of the cracked LEGO boulders in the area to earn a brick.
P	Photograph	Switch to a Velociraptor and follow the yellow scent marker that starts here. You end up next to the dino spawner, where the raptor digs up a camera tripod. Use a character with a camera to take a photo to earn yourself a Gold Brick.
W	Worker In Peril	Use the dino spawner to make a “roar” dinosaur. Use its roar to shatter the amber block near the worker in the truck being harassed by dinosaurs. The harassers run off and you earn a Gold Brick.
R	Race	Switch to a fast dinosaur like the Gallimimus and step into the race starting gate in the big clearing. Hit the gates within their time limits to win a Gold Brick. The route takes you underneath the bridge.
RB	Red Brick	After finishing the race, you end up next to a shack with a red-striped awning folded up and a Red Brick on the roof. Use a raptor to pull the dino switch on the shack’s left side. This lowers the awning. Jump onto the awning, then onto the roof, and collect the Red Brick.
G2	Gold Brick	Cross over the bridge to the smaller clearing and use a Dilophosaurus to spit at the black LEGO boulder. This triggers a stream of attacking Compys. Defeat them within the time limit to earn the brick.
D	Sick Dino	See “Gallimimus Healer.”

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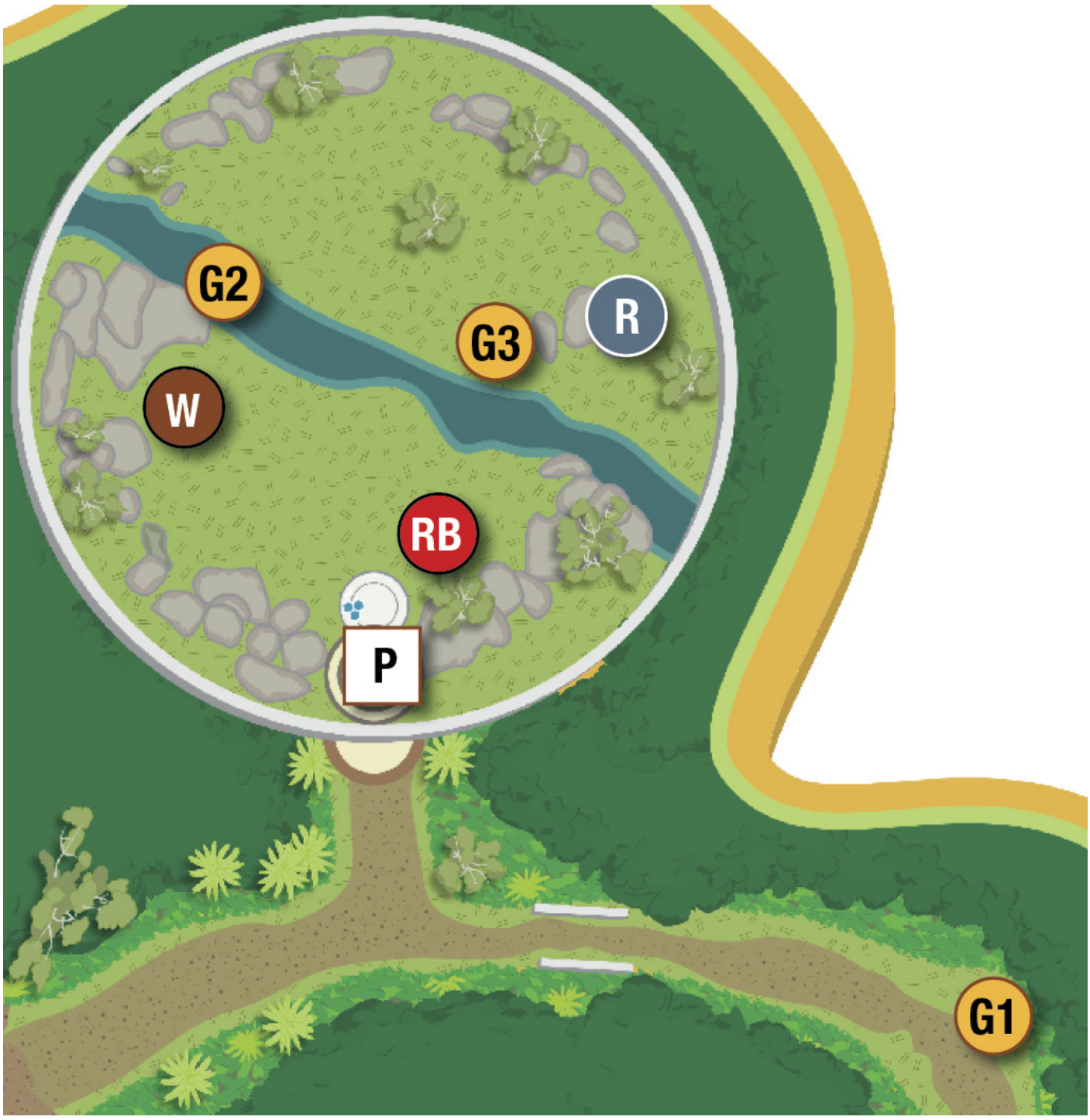
Hub Area Challenges: Jurassic World

Isla Nebular Aviary

Isla Nublar Aviary

This aviary is considerably smaller than the one in the Movie 3 hub on Isla Sorna. Its primary features are a series of dino switches for a Pteranodon and a racecourse with tight turns best navigated by a Dimorphodon. Don't miss the Gold Brick on the path before you even reach the aviary structure!



Isla Nublar Aviary Challenges		
Icon	**Type**	**Notes**
G1	Gold Brick	On the road between the Aviary and Safari Plains, find a large black LEGO rock. Spit on it with a Dilophosaurus to uncover the yellow scent source. Follow it with a raptor until it digs up a Gold Brick.
P	Photography	Take a photo from the tripod spot on the aviary's observation deck. You get a Gold Brick reward.
G2	Gold Brick	Pick a flyer from the dino spawner and fly down to the rickety wooden bridge over the stream. Glide underneath the bridge to collect the Gold Brick floating there.
R	Race	Pick a Pterosaur at the dino spawner and fly to the gate's far side on the high rock to the right. (We like the Dimorphodon for its finer controls on the course's tight turns, but the Pteranodon is a good flyer too.) Fly through the gate to start the race automatically, following the line of silver studs from gate to gate. When you fly through the final gate a Gold Brick is earned.
W	Worker In Peril	See "Rescue Masrani."
RB	Red Brick	See "Platform, Switch, Cage."

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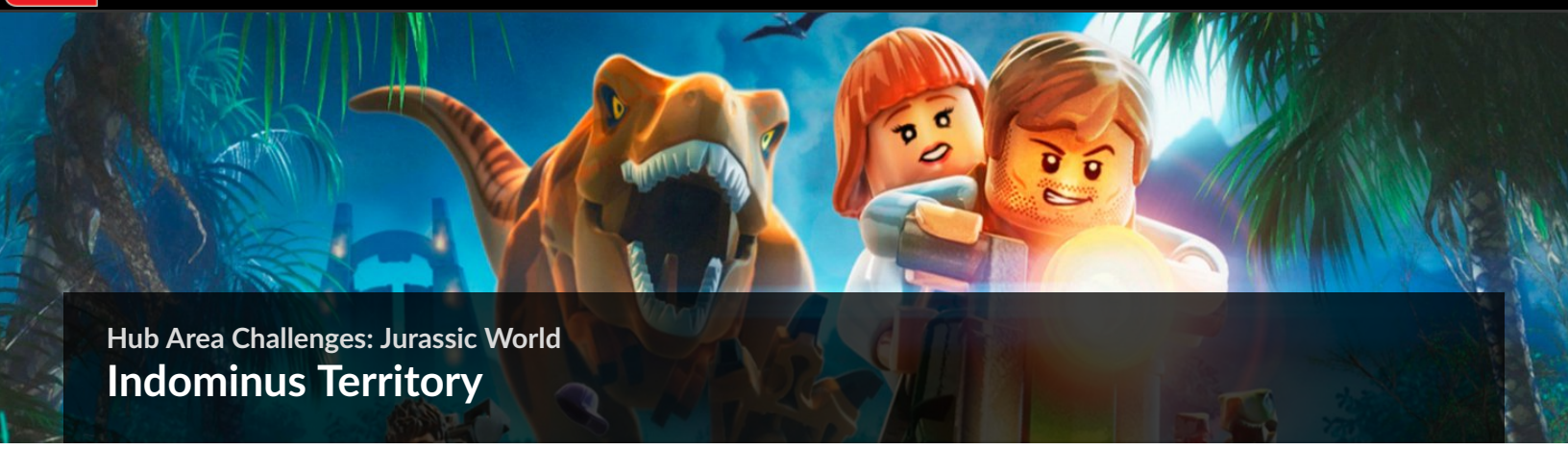
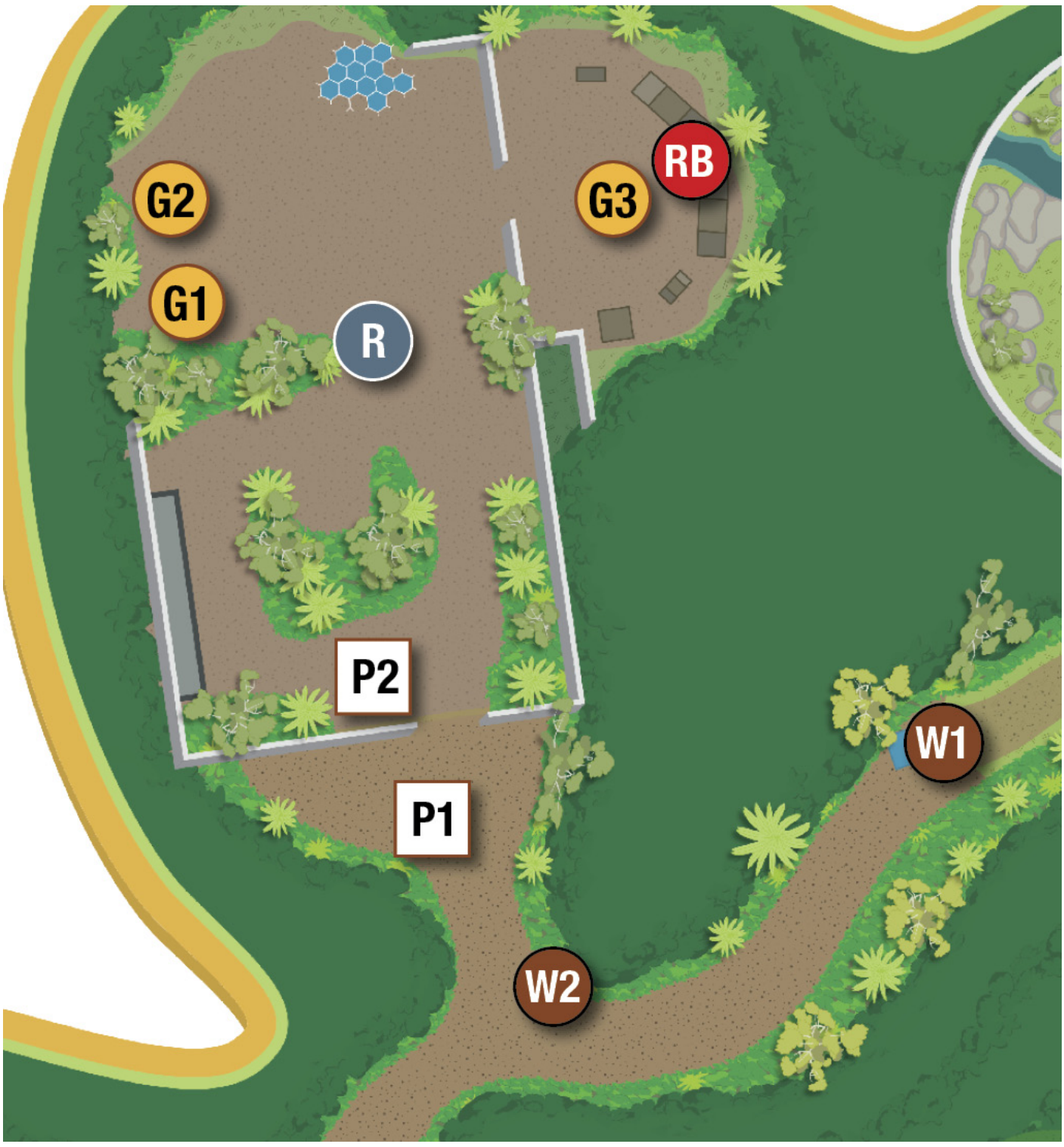


Hub Area Challenges: Jurassic World

Indominus Territory

Indominus Territory

This big enclosure houses a dino spawner. You'll need to spawn a powerful but stealthy Indominus Rex for two of the challenges in this area.



Indominus Territory Challenges		
Icon	**Type**	**Notes**
W1	Worker In Peril	Look for a chain-locked blue shipping container on the path from the Aviary to the Indominus Rex paddock. Use a bolt cutter character to slice the chain and release the worker trapped inside. You get a Gold Brick as reward.
W2	Worker In Peril	On the entry path, slice through the winch rope to cut down the worker caught by his foot in the snare. Again, you get a Gold Brick reward.
P1	Photography	Use a tracker character to pick up the blue tracking item (a banana) and follow the trail until he unearths build-it pieces for a tripod. Assemble them and take the photo to earn a Gold Brick.
P2	Photography	Just inside the paddock, switch to Eric Kirby and toss a bottle of T. rex scent at the swarm of Compys around the camera tripod. Then switch to a photographer and take the photo there.
R	Race	You can switch to a dinosaur and try the race that starts at the gate in the center of the main enclosure. But we suggest you use a crowbar to free the speedy cow from its cage near the dino spawner. Then ride the cow through the race gates. When the race is completed, you win a Gold Brick.
G1	Gold Brick	Switch to a charging dinosaur and smash into all four of the cracked LEGO trees in the main enclosure to earn a brick.
G2	Gold Brick	Use the dino spawner to make a "quake" dinosaur like the Apatosaurus. Stomp on the cracked ground section across the enclosure. A Gold Brick pops out of the water basin next to where you stomp.
G3	Gold Brick	See "Indominus Stealth."
RB	Red Brick	See "Indominus Stealth."

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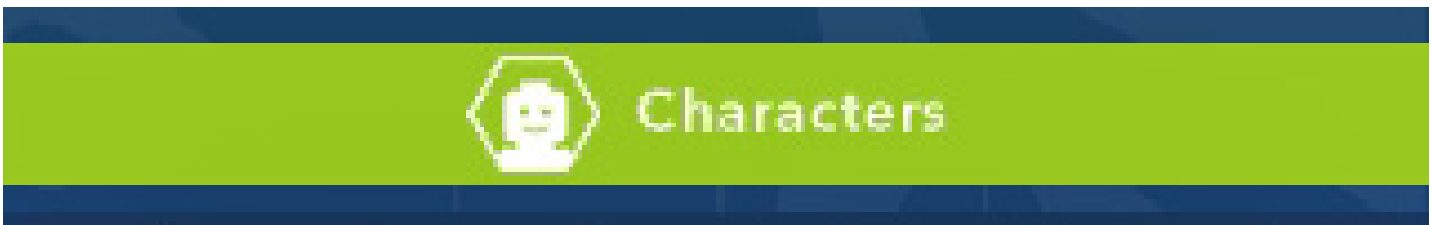
Characters

Characters

LEGO Jurassic World covers four different movies. As you can imagine, there are a lot of different characters in those movies—and nearly a hundred characters in the game! The characters for the Story Mode levels are awarded as you play. However, many more characters are unlocked by completing challenges. Some require you to collect a certain amount of studs within the level to complete the True Survivor challenge. Other characters are unlocked when you find fossil pieces, Red Bricks, and Minikits.



Once a character is unlocked, you do not automatically get to use it. Many require purchasing the character at the LEGO Shop on the Innovation Center's second floor before you can actually use them. Until you unlock them, they are not available for purchase. Before purchasing a character, look at their abilities. Initially, you want to pick characters that have abilities your current collection of characters do not have. Then you can use those abilities when replaying levels in Free Play and find collectibles and unlock even more characters!

Characters				
Icon	Character	Cost	How Unlocked?	Abilities
	ACU Trooper Female	250000	Complete challenge in Medium Dinosaur Paddock	Agility, Sharpshoot-Electric Rifle
	ACU Trooper Male	250000	Complete True Survivor challenge in Raptor Pursuit (Jurassic World)	Sharpshoot-Electric Rifle
	Ajay Sidhu	100000	Find Fossil Piece A in The Long Grass (Lost World)	Sharpshoot-Rifle, Tracking
	Alan Grant	N/A	Complete T. rex Enclosure (Jurassic Park)	Bone Build, Excavate, Raptor Claw
	Alan Grant (Montana)	N/A	Complete The Dig Site (Jurassic Park)	Bone Build, Excavate, Raptor Claw
	Alan Grant (Survivor)	N/A	Complete Main Hall (Jurassic Park)	Bone Build, Excavate, Raptor Claw
	Alan Grant (Isla Sorna)	N/A	Complete Spinosaurus Escape (Jurassic Park III)	Bone Build, Excavate, Raptor Claw

	Amanda Kirby	N/A	Complete Spinosaurus vs. T. rex (Jurassic Park III)	Agility, Scream
	Barry	N/A	Complete Raptor Research Area (Jurassic World)	Rope Pull, Electric Rifle, Tracking
	Ben Hildebrand	250000	Find Fossil Piece A in The Crash Site (Jurassic Park III)	Camera, Glide
	Billy Brennan	N/A	Complete Spinosaurus Escape (Jurassic Park III)	Camera, Glide
	Carlos	50000	Find Fossil Piece A in Mobile Lab (Lost World)	Bolt Cutter, Crowbar
	Carter	100000	Complete challenge in Large Dinosaur Paddock	Bolt Cutter, Crowbar
	Cathy Bowman	100000	Find the Fossil Piece B in Finding Sarah (Lost World)	Crawl Access, Scream
	Charlie Degler	50000	Find Fossil Piece B in San Diego Streets (Lost World)	Crawl Access
	Cheryl Logan	200000	Collect Amber Brick from The Dig Site (Jurassic Park)	Bone Build, Excavate, Agility
	Claire Dearing	N/A	Complete Indominus Escape (Jurassic World)	Jurassic World Access, Agility, Scanner
	Claire Dearing (Lab)	250000	Find Fossil Piece A in Raptor Research Area (Jurassic World)	Jurassic World Access, Agility, Scanner
	Claire Dearing (Survivor)	N/A	Complete Boardwalk Showdown (Jurassic World)	Jurassic World Access, Agility, Scanner
	Colin Trevorrow	250000	Complete Boardwalk Showdown (Jurassic World)	Camera, Jurassic World Access, InGen Access, Sharpshoot-Clackboard
	Cooper	100000	Complete challenge in Medium Dinosaur Paddock	Hunting Knife, Sharpshoot-Rifle, Tracking
	Deirdre Bowman	100000	Find Fossil Piece A in Finding Sarah (Lost World)	Agility
	Dieter Stark	150000	Complete challenge in Medium Dinosaur Paddock	Electric Charge, Tracking

	Dennis Nedry	250000	Complete challenge in Medium Dinosaur Paddock	InGen Access, Sharpshoot-Soda Can
	Dennis Nedry (Costa Rica)	500000	Find Fossil Piece B in Kitchen Escape (Jurassic Park)	InGen Access, Sharpshoot-Soda Can
	Dennis Nedry (Raincoat)	250000	Find Fossil Piece A in T. rex Enclosure (Jurassic Park)	InGen Access, Sharpshoot-Soda Can
	Dig Site Kid	250000	Build 3 sand castles to get Fossil Piece A in The Dig Site (Jurassic Park)	Crawl Access
	Dig Site Volunteer	100000	Complete True Survivor challenge in The Dig Site (Jurassic Park)	Bone Build, Excavate, Droppings Inspection, Agility
	Dino Handler Bob	N/A	Complete Raptor Enclosure (Jurassic Park)	Electric Charge
	Dino Handler Vic	50000	Shoot the target for Fossil Piece A in Raptor Transfer (Jurassic Park)	Electric Charge
	DJ Master Frank	250000	Complete Boardwalk Shutdown (Jurassic World)	Jurassic World Access, InGen Access, Scanner, Sharpshoot-Records
	Donald Gennaro	250000	Complete challenge in Large Dinosaur Paddock	None
	Eddie Carr	N/A	Complete Finding Sarah (Lost World)	Sharpshoot-Rifle, Tracking
	Ellie Degler	250000	Find Minikit in San Diego Streets (Lost World)	Droppings Inspection, Agility, Plant Grow
	Ellie Sattler	N/A	Complete Triceratops Recovery (Jurassic Park)	Droppings Inspection, Agility, Plant Grow
	Ellie Sattler (Montana)	N/A	Complete The Dig Site (Jurassic Park)	Droppings Inspection, Agility, Plant Grow
	Ellie Sattler (Raincoat)	N/A	Complete T. rex Chase (Jurassic Park)	Droppings Inspection, Agility, Plant Grow
	Ellie Sattler (Survivor)	N/A	Complete Main Hall (Jurassic Park)	Droppings Inspection, Agility, Plant Grow
	Enrique Cardoso	50000	Complete challenge in Large Dinosaur Paddock	Glide

	Eric Kirby	N/A	Complete The Coast (Jurassic Park III)	Crawl Access, Droppings Inspection, Sharpshoot-Baseball, Camouflage
	Eric Kirby (Disguise)	250000	Complete Eric's Hideout (Jurassic Park III)	Crawl Access, Droppings Inspection, Sharpshoot-Baseball, Camouflage
	Gerry Harding	N/A	Complete Triceratops Recovery (Jurassic Park)	InGen Access, Sharpshoot-Rifle, Tracking
	Gray Mitchell	N/A	Complete Gyrosphere Escape (Jurassic World)	Bone Build, Camera, Crawl Access
	Gray Mitchell (Survivor)	N/A	Complete Main Street (Jurassic World)	Bone Build, Camera, Crawl Access
	Hamada	250000	Find Fossil Piece A in Indominus Paddock (Jurassic World)	Jurassic World Access, Scanner, Sharpshoot-Electric Rifle, Tracking
	Henry Wu	150000	Find Minikit in T. rex Enclosure (Jurassic Park)	Equation Solve
	Henry Wu (Jurassic World)	200000	Find Fossil Piece B in The Alpha (Jurassic World)	Equation Solve, Jurassic World Access
	Ian Malcolm	N/A	Complete T. rex Enclosure (Jurassic Park)	Equation Solve, Flare
	Ian Malcolm (Isla Sorna)	N/A	Complete Finding Sarah (Lost World)	Equation Solve, Flare
	Ian Malcolm (San Diego)	N/A	Complete San Diego Docks (Lost World)	Equation Solve, Flare
	Ian Malcom (Survivor)	500000	Complete T. rex Chase (Jurassic Park)	Equation Solve, Flare
	Indominus Handler	N/A	Complete Indominus Paddock (Jurassic World)	Electric Charge
	Indominus Paddock Supervisor	N/A	Complete Indominus Paddock (Jurassic World)	Jurassic World Access, Scanner
	InGen Hunter	50000	Find Fossil Piece B in The Long Grass (Lost World)	Rope Pull, Sharpshoot-Rifle
	InGen Mechanic	100000	Find Fossil Piece B in Compound (Lost World)	Bolt Cutter, Crowbar

	InGen Scout	50000	Complete Attack On The Camp (Lost World)	Electric Charge
	Jimmy Fallon	200000	Complete True Survivor challenge in Gyrosphere Escape (Jurassic World)	Equation Solve, Jurassic World Access
	John Hammond	500000	Complete Main Hall (Jurassic Park)	InGen Access
	John Hammond (Lost World)	500000	Complete San Diego Streets (Lost World)	InGen Access
	Jophery Brown	N/A	Complete Raptor Transfer (Jurassic Park)	Electric Charge
	Juanito Rostag	N/A	Complete challenge in Large Dinosaur Paddock	Bone Build, Excavate
	Jurassic Park Driver	50000	Find Fossil Piece B in Triceratops Recovery (Jurassic Park)	InGen Access
	Jurassic World Ranger	150000	Complete True Survivor challenge in The Alpha (Jurassic World)	Droppings Inspection, Jurassic World Access, Tracking
	Jurassic World Vetenarian	100000	Find the Minikit in Main Street (Jurassic World)	Droppings Inspection, Jurassic World Access, Agility, Plant Grow, Tracking
	Jurassic World Worker	50000	Complete challenge in Large Dinosaur Paddock	Jurassic World Access
	Kelly Malcolm	N/A	Complete The Long Grass (Lost World)	Agility, Scream
	Lex Murphy	N/A	Complete True Survivor on Kitchen Escape (Jurassic Park)	Agility, Scream, Sharpshoot-Baseball
	Lex Murphy (Survivor)	N/A	Complete T. rex Enclosure (Jurassic Park)	Agility, Scream, Sharpshoot-Baseball
	Lowery	250000	Find Minikit in Raptor Pig Hunt (Jurassic World)	Jurassic World Access, Scanner, Sharpshoot-Can
	Mark Degler	100000	Find Fossil Piece A in San Diego Streets (Lost World)	None
	Mr D.N.A	500000	Complete All Films in Story Mode	Bone Build, Dropping Inspection, Equation Solve, Jurassic World Access, InGen Access, Agility, Sharpshoot-Ball, Tracking

	Nash	150000	Complete challenge in Large Dinosaur Paddock	Rope Pull, Raptor Claw, Sharpshoot-Rifle, Tracking
	Nick Van Owen	N/A	Complete Finding Sarah (Lost World)	Bolt Cutter, Camera, Crowbar
	Owen Grady	N/A	Complete Raptor Research Area (Jurassic World)	Droppings Inspection, Hunting Knife, Camouflage
	Owen Grady (Survivor)	N/A	Complete Boardwalk Showdown (Jurassic World)	Droppings Inspection, Hunting Knife, Camouflage
	Paul Bowman	150000	Find the Red Brick in Finding Sarah (Lost World)	Flare
	Paul Kirby	N/A	Complete Spinosaurus vs. T. rex (Jurassic Park III)	Rope Pull
	Peter Ludlow	150000	Complete challenge in Medium Dinosaur Paddock	Equation Solve, InGen Access
	Pilot Pat	250000	Find Fossil Piece B in Indominus Escape (Jurassic World)	Glide, Jurassic World Access, InGen Access, Scanner
	Ray Arnold	500000	Complete challenge in Medium Dinosaur Paddock	InGen Access
	Robert Burke	250000	Complete challenge in Large Dinosaur Paddock	Bone Build, Excavate
	Robert Muldoon	N/A	Complete Raptor Transfer (Jurassic Park)	InGen Access, Sharpshoot-Rifle, Tracking
	Robert Muldoon (Raincoat)	N/A	Complete T. Rex Chase (Jurassic Park)	InGen Access, Sharpshoot-Rifle, Tracking
	Roland Tembo	100000	Complete the True Survivor challenge in Attack on the Camp (Lost World)	Sharpshoot-Rifle, Camouflage, Tracking
	Sarah Harding	N/A	Complete Camp Sabotage (Lost World)	Camera, Droppings Inspection, Agility
	Sarah Harding (San Diego)	N/A	Complete San Diego Docks (Lost World)	Camera, Droppings Inspection, Agility
	Simon Masrani	250000	Complete challenge in Large Dinosaur Paddock	Glide, Jurassic World Access, InGen Access, Scanner

	Steven Spielberg	500000	Complete True Survivor challenge in Main Hall (Jurassic Park)	Bone Build, Camera, Jurassic World Access, InGen Access, Sharpshoot-Oscar Statue
	Timmy Murphy	150000	Find Fossil Piece B in T. rex Enclosure (Jurassic Park)	Bone Build, Crawl Access, Night Vision
	Timmy Murphy (Survivor)	N/A	Complete Kitchen Escape (Jurassic Park)	Bone Build, Crawl Access, Night Vision
	Udesky	N/A	Complete Spinosaurus vs. T. Rex (Jurassic Park III)	Sharpshoot-Rifle, Tracking
	Vic Hoskins	150000	Complete challenge in Medium Dinosaur Paddock	Jurassic World Access, InGen Access, Hunting Knife
	Vivian	100000	Find Fossil Piece A in Main Street (Jurassic World)	Equation Solve, Jurassic World Access, Agility, Scanner
	Zach Mitchell	N/A	Complete Gyrosphere Escape (Jurassic World)	Flare
	Zach Mitchell (Survivor)	N/A	Complete Main Street (Jurassic World)	Flare
	Zara	N/A	Complete Main Street (Jurassic World)	Jurassic World Access, Agility, Scanner, Scream

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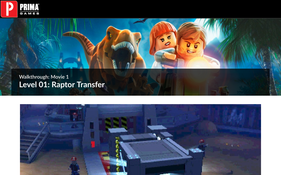
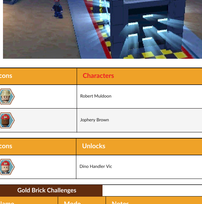


Walkthrough: Movie 1

Level 01: Raptor Transfer



Icons	Characters
	Robert Muldoon
	Jophery Brown

Icons	Unlocks
	Dino Handler Vic

Gold Brick Challenges		
Name	Mode	Notes
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 17,000 studs.
Fossil Piece A	Any	Collect the first raptor fossil piece.
Fossil Piece B	Any	Collect the second raptor fossil piece.
Minikit	Free Play	Collect the Minikit.

Get Up to the Raptor Pen

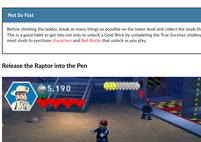
Robert Muldoon and Jophery Brown are stuck on a lower level and need to find a way up to the raptor pen. Walk to the right and break up a generator into a pile of bricks. Then assemble the bricks into another generator along the wall.

Switch to Jophery Brown and use his stun rod to kick start the generator. Once the generator is running, a ladder descends. When you're ready to continue, climb the ladder.

Not So Fast

Before climbing the ladder, break as many things as possible on the lower level and collect the studs that are released. This is a good habit to get into not only to unlock a Gold Brick by completing the True Survivor challenge, but you also need studs to purchase characters and Red Bricks that unlock as you play.

Release the Raptor into the Pen



At the upper level, select Robert Muldoon and grab a map near the ladder. He has the ability to track footprints. Follow the prints to uncover a pile of bricks. Then assemble the bricks to build part of a checkered floor for the raptor cage.

Some tiles are still missing from the checkered floor, so use Muldoon's rifle and take aim at the target on the raptor pen's left side. When you hit it, more bricks are dropped. Assemble them to finish the checkered floor.

Walk into the raptor cage to push it along the checkered floor toward the pen. It will slide right into position. However, the job is not yet complete. As Muldoon, walk to the access panel on the pen's left side. While using the panel, a series of colored codes appear. Enter the three colored codes in the same order to activate the panel.

Finally, you need to charge the generator on top of the cage in order to open the gate into the pen. Switch to Jophery Brown. Climb the ladder on the cage's side and use his stun rod on the generator to open the gate. Once this is done, the raptor in the cage moves into the raptor pen to complete the level.

Challenges

Minikit

A Minikit is available on this level during Free Play. Near the fenced area by the raptor pen's left, select a character with bolt cutters. Use them to cut the lock to access the fenced area. Next, switch to a character with the ability to rummage through droppings. Inside a large pile of dino droppings, find the Minikit for the Ankylosaurus Head.

Fossil Piece A

In the first three levels, you collect a total of six fossils so you can view the Velociraptor in the Holoscape. To get the first fossil, use Robert Muldoon and shoot the target on the raptor pen's right side. Once you hit it, the fossil piece falls to the ground. Plus, you unlock the Dino Handler Vic character. Note: Pushing the raptor cage against the wall before shooting the target prevents you from collecting this fossil piece.

Fossil Piece B

The second Velociraptor fossil is acquired by charging three light generators using Jophery Brown. The first generator is at the lower level's far right side. The other two are on the upper level, to the left and right of the raptor pen. When you charge the third generator, the fossil appears.

Hub Visit

After completing the raptor Transfer level, you are taken to the Velociraptor Pen, which serves as the game's main hub. Here you have access to three new characters: Gray Mitchell, Zach Mitchell, and Zara. There are many things you can do here, however, the main function is to allow access to different levels of the game. The door to the Jurassic Park levels is already unlocked, along with the door to the Isla Sorna levels. Earn more Gold Bricks to open the doors to the other two movies' levels.

Head through the Jurassic Park door to continue with those levels. At the Jurassic Park hub's first zone, break apart a generator and assemble the bricks into a level access terminal. You can use this terminal to select levels. By completing the raptor Pen level, you have now unlocked The Dig Site level.

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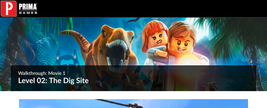
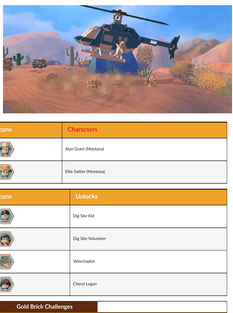


Walkthrough: Mode 1

Level 02: The Dig Site



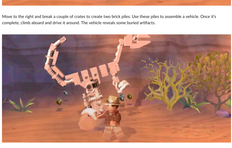
Icons	Characters
	Alan Grant (Montana)
	Ellie Sattler (Montana)

Icons	Unlocks
	Dig Site Kid
	Dig Site Volunteer
	Velociraptor
	Cheryl Logan

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 24,000 studs.
Fossil Piece A	Free Play	Collect the third raptor fossil piece.
Fossil Piece B	Free Play	Collect the fourth raptor fossil piece.
Amber Brick	Free Play	Collect the Amber Brick.

Find the Raptor Claw

Move to the right and break a couple of crates to create two brick piles. Use these piles to assemble a vehicle. Once it's complete, climb aboard and drive it around. The vehicle reveals some buried artifacts.



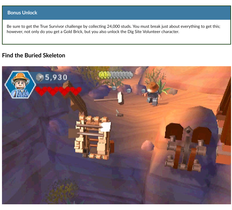
Use Alan Grant and his trowel to dig in this spot to reveal a pile of bones. Since Alan is a paleontologist, he can rebuild bone piles. Once he assembles the skeleton of a Velociraptor, he picks up one of its sharp claws, which he can then use as a tool.

Move back to the left near the level's beginning. Use Alan's raptor claw to cut through the rope. This releases a couple of wooden crates that drop to the lower level.

Bonus Unlock

Be sure to get the True Survivor challenge by collecting 24,000 studs. You must break just about everything to get this; however, not only do you get a Gold Brick, but you also unlock the Dig Site Volunteer character.

Find the Buried Skeleton

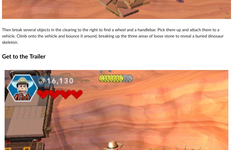


Switch to Ellie Sattler. Since she is agile, she can jump really high. Jump onto the small crate and continue onto the larger crate. From there, use Ellie's Agility ability to reach the top of the ledge. Move to the left and break a crate into a brick pile. Assemble the bricks into a ladder so Alan can get to the top of the ledge as well.

Take control of Alan and use the raptor claw to cut through the vines that block the way to the ledge's right side.

Then break several objects in the clearing to the right to find a wheel and a handlebar. Pick them up and attach them to a vehicle. Climb onto the vehicle and bounce it around, breaking up the three areas of loose stone to reveal a buried dinosaur skeleton.

Get to the Trailer



Someone has arrived at the dig site in a helicopter. You need to get to the trailer and meet this person. Switch to Ellie and jump to grab onto the back of a truck on a higher ledge. This pulls down a pile of bones. You need Alan now to assemble the bones into a dinosaur. However, this skeleton is not just for looks—you can also use it for bouncing high. Jump onto the skeleton and it launches you to the top of the ledge. Now head into the trailer to meet your mysterious visitor.

Challenges

Amber Brick

Once you get to the highest ledge, go through the blue tent's small doorway (you must use a small character for this). This takes you to an area on the helicopter's other side. Destroy a crate and build the front of a vehicle. Climb on and drive it around to find the Amber Brick. It unlocks the Velociraptor and Cheryl Logan.

Fossil Piece A

You must break three rocks and then use the bricks to make sand castles. The first rock is located on the middle ledge. The second is on the highest ledge near the trailer. The third is on the third ridge to the helicopter's left, so it's necessary to use a small character to get through the doorway in the blue tent. In addition to the third raptor fossil, you also unlock the Dig Site Kid character.

Fossil Piece B

On the second ledge, there is a dark cave. This requires a character who has a source of light such as a flare. Use the light to enter the cave and find the fourth raptor fossil.

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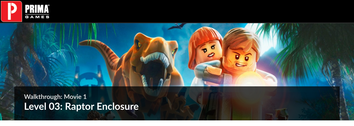

Walkthrough: Movie 1

Level 03: Raptor Enclosure

Icons	Characters
	Robert Muldoon
	Dino Handler Bob

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 18,000 studs.
Fossil Piece A	Free Play	Collect the fifth raptor fossil piece.
Fossil Piece B	Free Play	Collect the sixth raptor fossil piece.
Red Brick	Free Play	Collect the Red Brick.

Prepare a Meal for the Raptors

This level takes you back to the raptor pen. Your job is to feed the raptors. Move toward the bottom of the level to find a couple of cages. Break them into brick piles and then reassemble them into a feeding platform.

As Robert Muldoon, move to the left to find a small brick. This is the start of a footprint trail for Muldoon to track. At the end, assemble the bricks you find into an access panel. Use the panel and enter the three color code that appears to activate it and open the gate to a fenced area.

Switch to Dino Handler Bob. Use his stun rod to charge the generator on the truck. This releases a cow into the fenced area.

As either character, climb onto the cow and ride it out of the fenced area and onto the feeding platform. The meal has been prepared.

Use the Crane

Now that the meal is ready, you must serve the meal to the raptors. The crane operator has fallen down, so you need to use the crane yourself.

Switch to Muldoon and use his rifle to shoot the target on the crane. This lowers a ladder.

Climb the ladder onto the crane; then get in and take control of it. Move the crane boom to the right to pick up the platform containing the cow. Then move it to the left to place the platform into the raptor pen. Dinner is served.

Challenges

Red Brick

This Red Brick is inside the fenced area. After you open the gate, switch to a character who can dig. Dig up the small pile in the corner of the fence to find the *Red Brick* that can activate Nedry Mode. It dresses all human characters in Denis Nedry's shirt.

Fossil Piece A

The fifth raptor fossil is on the level's right side, near the large red container. Use a character capable of rummaging through droppings on the pile of dino droppings to find this fossil piece.

Fossil Piece B

The sixth and final raptor fossil is in the level's upper left-corner, where a plant can be found. Select a character with the grow ability and use them to water the plant. As it grows, it releases the fossil piece.

Hub Visit

After completing the raptor Enclosure level, you return to the Jurassic Park hub. A gate has opened, granting access to the second zone. Walk through it and move all the way to the right. Select Alan Grant and use the raptor claw to cut through the vines to get to the goat.

Climb onto the goat and ride it to the platform. After it is taken away, use Alan to dig through the dirt and find some bricks. Assemble them into another level access terminal. Use it to access the next three levels.

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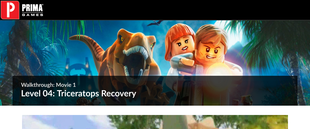
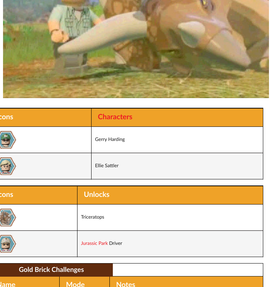


Level 04: Triceratops Recovery

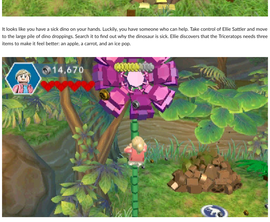


Icons	Characters
	Gerry Harding
	Ellie Sattler

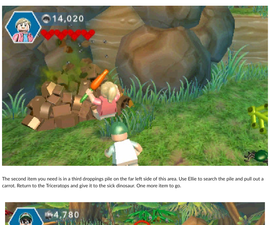
Icons	Unlocks
	Triceratops
	Jurassic Park Driver

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 24,000 studs.
Fossil Piece A	Free Play	Collect the first Triceratops fossil piece.
Fossil Piece B	Free Play	Collect the second Triceratops fossil piece.
Amber Brick	Any	Collect the Amber Brick.

Treat the Sick Triceratops

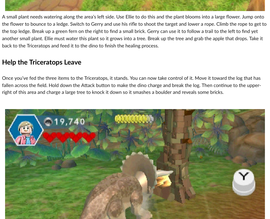


It looks like you have a sick dino on your hands. Luckily, you have someone who can help. Take control of Ellie Sattler and move to the large pile of dino droppings. Search it to find out why the dinosaur is sick. Ellie discovers that the Triceratops needs three items to make it feel better: an apple, a carrot, and an ice pop.



Switch to Gerry Harding and look for a small brick to the dinosaur's right. Harding can use it to follow some tracks that lead to a small plant. Ellie must water it with her watering can. After the plant grows to a large flower, climb the stalk to get to a ledge. There Ellie can jump into another pile of dino droppings to find the ice pop. Grab it and feed it to the Triceratops.

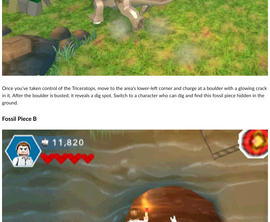
The second item you need is in a third droppings pile on the far left side of this area. Use Ellie to search the pile and pull out a carrot. Return to the Triceratops and give it to the sick dinosaur. One more item to go.



A small plant needs watering along the area's left side. Use Ellie to do this and the plant blooms into a large flower. Jump onto the flower to bounce to a ledge. Switch to Gerry and use his rifle to shoot the target and lower a rope. Climb the rope to get to the top ledge. Break up a green fern on the right to find a small brick. Gerry can use it to follow a trail to the left to find yet another small plant. Ellie must water this plant so it grows into a tree. Break up the tree and grab the apple that drops. Take it back to the Triceratops and feed it to the dino to finish the healing process.

Help the Triceratops Leave

Once you've fed the three items to the Triceratops, it stands. You can now take control of it. Move it toward the log that has fallen across the field. Hold down the Attack button to make the dino charge and break the log. Then continue to the upper-right of this area and charge a large tree to knock it down so it smashes a boulder and reveals some bricks.



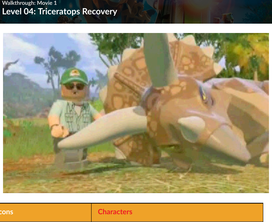
Switch to Gerry and assemble the bricks into an access panel. Use the panel and enter the three colored codes as they appear on the screen to activate the panel and open the gate. Move through the gate to complete the level.

Challenges

Amber Brick

After toppling the large tree with the Triceratops, an Amber Brick appears when the boulder is crushed. Walk over and grab it to unlock the Triceratops for Free Play.

Fossil Piece A



Once you've taken control of the Triceratops, move to the area's lower-left corner and charge at a boulder with a glowing crack in it. After the boulder is busted, it reveals a dig spot. Switch to a character who can dig and find this fossil piece hidden in the ground.

Fossil Piece B

A character that can go into the dark is needed to get this fossil piece. Use the bouncy flower to get onto the ledge; then venture into this dark cave to find what you seek.

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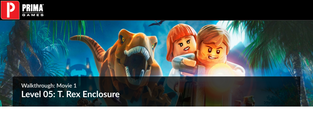


Level 05: T. Rex Enclosure

Icons	Characters
	Alan Grant
	Ian Malcolm
	Lex Murphy (Survivor)

Icons	Unlocks
	Timmy Murphy
	Dennis Nedry (Raincoat)
	Henry Wu

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 12,000 studs.
Fossil Piece A	Free Play	Collect the third Triceratops fossil piece.
Fossil Piece B	Any	Collect the fourth Triceratops fossil piece.
Minikit	Free Play	Collect the Minikit.

Rescue Lex Murphy

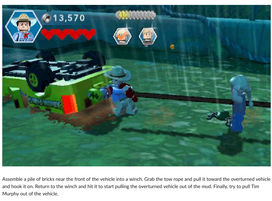
Lex and Timmy Murphy are caught inside the overturned vehicle with a T. rex trying to get to them. You must save them! Take control of Alan Grant and head to the area's left side. Cut down the vines with the raptor claw. Then break up an object to find a valve wheel.

Pick up the wheel, carry it to the right, and put it on the valve. Turn the wheel to operate a pump that removes the water from a large puddle. Move into the remaining water and assemble a pile of bricks into a giant box. Turn the handle on the box and a giant bone pops up and distracts the T. rex for a while.

Move to the pile of dirt near the tail of the T. rex and start digging to find a pile of bricks. Assemble them into a jack, which you can use on the overturned vehicle. Jump on the pad on the jack a few times to lift the vehicle a bit. Then help pull Lex Murphy to safety.

Rescue Tim Murphy

Switch to Lex Murphy. Walk behind the vehicle on the right and use her ability to scream to break the vehicle's back window. Unfortunately, the car alarm goes off and alerts the T. rex. Ian grabs a flare and leads it away for now.



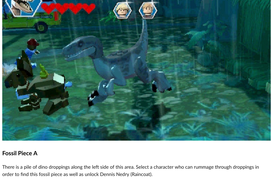
Assemble a pile of bricks near the front of the vehicle into a winch. Grab the tow rope and pull it toward the overturned vehicle and hook it on. Return to the winch and hit it to start pulling the overturned vehicle out of the mud. Finally, try to pull Tim Murphy out of the vehicle.

Challenges

Minikit

This Minikit has a few steps in order to collect it. First break the red fern plant near the right side of the area to reveal a scent cloud. Switch to the Velociraptor character and follow a trail of scent clouds.

When you get to the last scent cloud, a pile of bricks appears. Assemble them into a mechanical rabbit. As it moves around the area, chase it down and break it. The Minikit is released and you also unlock Henry Wu.



Fossil Piece A

There is a pile of dino droppings along the left side of this area. Select a character who can rummage through droppings in order to find this fossil piece as well as unlock Dennis Nedry (Raincoat).

Fossil Piece B

After cutting down the vines with the raptor claw as Alan and finding the wheel, find a dig spot in this corner and then dig up the fossil piece. You also unlock Tim Murphy as a character at the same time.

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Walkthrough: Movie 1

Level 06: T. Rex Chase

Icons	Characters
	Robert Muldoon (Raincoat)

Icons	Unlocks
	Ian Malcolm (Survivor)

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 20,000 studs.
Fossil Piece A	Any	Collect the fifth Triceratops fossil piece.
Fossil Piece B	Any	Collect the sixth Triceratops fossil piece.
Red Brick	Any	Collect the Red Brick.

Escape from the T. Rex

This is a driving level where you must escape from a hungry dinosaur. Steer the truck to the left and right to try and avoid the T. rex.

In order to complete the True Survivor challenge, you must collect 20,000 studs. Unlike other levels where you can take your time, this level requires gathering as many studs as possible while driving. Look for trails of individual studs and steer toward them. A circle of studs with a blue stud in the middle is at the end of the short trail. You must hit several of these circles to complete this challenge.

While collecting studs, you must also dodge the T. rex's attacks. If it hits your truck, you lose some of your studs—and it's difficult to make up these losses. Make sure to steer away from the T. rex when it's near.

Challenges

Red Brick

In order to get this Red Brick, you must throw five flares into the mouth of the T. rex. Wait until the dino opens its mouth, and then hold down the Attack button. Aim for the mouth and release the button to throw the flare. This Red Brick unlocks Malcolm Mode.

Fossil Piece A

This fossil piece must be collected while driving. Stay to the right of the screen and head along a path that leads off from the main route. Stay in the center of this path to run over the fossil piece and acquire it.

Fossil Piece B

The second fossil piece is along a path on the route's left side. Stay to the left and then follow this path when it appears. As you go across a bridge of wooden planks, center on the path to collect the fossil piece while driving over it.

Hub Visit

After completing the T. rex Chase level, you return to the Jurassic Park hub. Move to the left and break up a log. Assemble the bricks into a bouncy pad and jump on it to get to the top of a ledge.

Switch to a small character, such as Timmy Murphy, and climb through the small door to access an even higher ledge. Hit a ladder to drop it down so other characters can get up there.

Finally, use Alan to dig through the dirt and find some bricks. Assemble them into a third level access terminal. Use it to access the next three levels.

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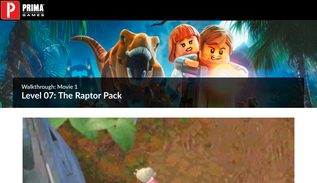
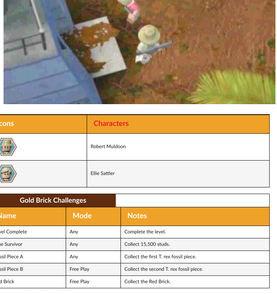


Walkthrough: Mode 1

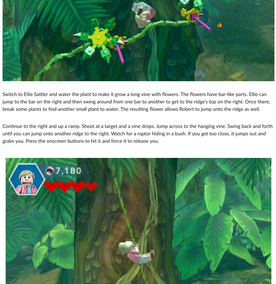
Level 07: The Raptor Pack



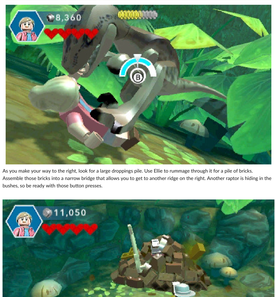
Icons	Characters
	Robert Muldoon
	Ellie Sattler

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 15,500 studs.
Fossil Piece A	Any	Collect the first T. rex fossil piece.
Fossil Piece B	Free Play	Collect the second T. rex fossil piece.
Red Brick	Free Play	Collect the Red Brick.

Escape from the Raptors

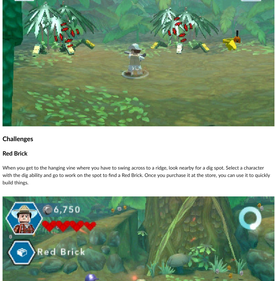


When the power was shut down at Jurassic Park, the raptors escaped from their enclosure. Now you have to move out in the open to get to safety. Make your way to the right, destroying objects as you go to collect studs. When you get to a ridge, break a plant. Using Robert Muldoon, pick up a brick and begin tracking some prints which lead to a small plant.

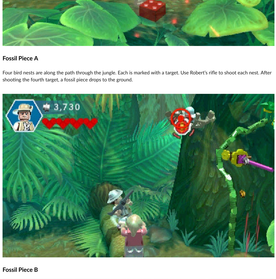


Switch to Ellie Sattler and water the plant to make it grow a long vine with flowers. The flowers have bar-like parts. Ellie can jump to the bar on the right and then swing around from one bar to another to get to the ridge's top on the right. Once there, break some plants to find another small plant to water. The resulting flower allows Robert to jump onto the ridge as well.

Continue to the right and up a ramp. Shoot at a target and a vine drops. Jump across to the hanging vine. Swing back and forth until you can jump onto another ridge to the right. Watch for a raptor hiding in a bush. If you get too close, it jumps out and grabs you. Press the onscreen buttons to hit it and force it to release you.



As you make your way to the right, look for a large droppings pile. Use Ellie to rummage through it for a pile of bricks. Assemble those bricks into a narrow bridge that allows you to get to another ridge on the right. Another raptor is hiding in the bushes, so be ready with those button presses.



Where is the Raptor Hiding?

Continue to the right, and then down a path that leads further into the jungle. Once at a lower clearing, Robert can pick up a raptor claw and begin following some tracks. As you get to the trail's end, a raptor attacks. Press the correct buttons shown onscreen to fight it off.

The raptor runs back to hide. It moves between three different bushes. Watch carefully as each bush is rustled. The last bush to rustle is where the raptor is located. Use Robert's rifle and take aim at the bush to hit the raptor and cause some damage. If you shoot the wrong bush, the raptor takes the chance to attack again. You must hit the raptor three times in order to defeat it and complete the level.

Challenges

Red Brick

When you get to the hanging vine where you have to swing across to a ridge, look nearby for a dig spot. Select a character with the dig ability and go to work on the spot to find a Red Brick. Once you purchase it at the store, you can use it to quickly build things.

Fossil Piece A

Four bird nests are along the path through the jungle. Each is marked with a target. Use Robert's rifle to shoot each nest. After shooting the fourth target, a fossil piece drops to the ground.

Fossil Piece B

The second fossil piece is near the level's end. Before heading down the path to the final fight with the raptor, you find several vines. Switch to a character with a raptor claw or knife and slice through the vines to find the fossil piece.

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Walkthrough: Movie 1

Level 08: Kitchen Escape

Icons	Characters
	Lex Murphy (survivor)
	Timmy Murphy (survivor)

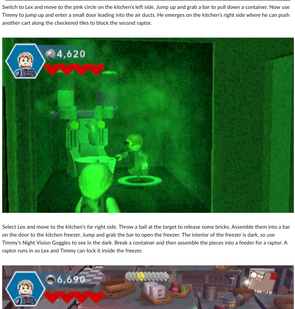
Icons	Unlocks
	Dennis Nedry (Costa Rica)
	Lex Murphy

Gold Brick Challenges		
Name	Mode	Notes
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 6,000 studs. Unlock Lex Murphy.
Fossil Piece A	Any	Collect the third T. rex fossil piece.
Fossil Piece B	Free Play	Collect the fourth T. rex fossil piece.
Minikit	Free Play	Collect the Minikit.

Escape from the Kitchen

Lex and Timmy are stuck in a kitchen with some raptors. There are no adults to help, so they must survive on their own. Take control of Lex and move to the left. As you approach the counter's end, use her ability to throw balls to hit a target along the back wall. This will distract a raptor so you can keep moving.

Move away from the raptor and then as far to the right as possible. Switch to Timmy and move through the small door to get past some serving carts blocking the way. Now move to the left a bit and turn on a stove.



As the pot on the stove boils, the lid pops up to reveal a target. Switch back to Lex and throw a ball at the target to distract the second raptor. Select Timmy and move away from the raptor to another row between counters. Continue all the way to the kitchen's left side and push a cart forward along the checkered tiles to block a raptor and open a path for Lex.

Switch to Lex and move to the pink circle on the kitchen's left side. Jump up and grab a bar to pull down a container. Now use Timmy to jump up and enter a small door leading into the air ducts. He emerges on the kitchen's right side where he can push another cart along the checkered tiles to block the second raptor.

Select Lex and move to the kitchen's far right side. Throw a ball at the target to release some bricks. Assemble them into a bar on the door to the kitchen freezer. Jump and grab the bar to open the freezer. The interior of the freezer is dark, so use Timmy's Night Vision Goggles to see in the dark. Break a container and then assemble the pieces into a feeder for a raptor. A raptor runs in so Lex and Timmy can lock it inside the freezer.

One raptor remains in the kitchen. Move to the kitchen's left side again. The raptor knocks some bricks into a pile. Assemble them into a lever. Push on the green part of the lever. When it releases, it hits the raptor. With the raptor stunned, Lex and Timmy can finally escape from the kitchen.

Challenges

Minikit

The Minikit is in the center of the kitchen inside a broken oven. You need a character with the Repair ability. Once the oven is fixed, the Minikit appears.

Fossil Piece A

Three rats are hiding in the kitchen. Find all three to get this fossil piece. Each is hiding underneath a kitchen cart. Hit the carts to find them. The first is near the small door in the middle of the kitchen. The second is under the carts on the kitchen's left side by the pink jump circle. The final rat is under a cart that is smashed by the raptor that runs into the freezer. Just walk to the left to pick up the piece.

Fossil Piece B

A white board with some equations is near the freezer door. In order to solve this, you need a character with the Academic ability. Panels on the board light up. You then need to press those same panels in the correct order to solve the equation and get the fossil piece. You also unlock Dennis Nedry (Costa Rica).

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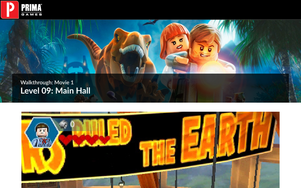
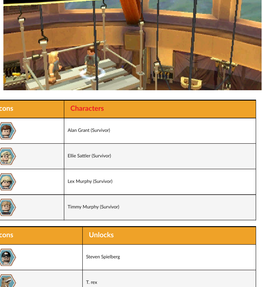


Level 09: Main Hall

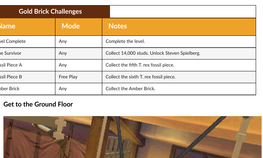


Icons	Characters
	Alan Grant (Survivor)
	Ellie Sattler (Survivor)
	Lex Murphy (Survivor)
	Timmy Murphy (Survivor)

Icons	Unlocks
	Steven Spielberg
	T. rex
	John Hammond

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 14,000 studs. Unlock Steven Spielberg.
Fossil Piece A	Any	Collect the fifth T. rex fossil piece.
Fossil Piece B	Free Play	Collect the sixth T. rex fossil piece.
Amber Brick	Any	Collect the Amber Brick.

Get to the Ground Floor



You have access to four different characters for this level. Take control of Alan Grant and drop onto another platform. Use the raptor claw to cut through a rope. As the platform drops, you jump across to a walkway.

Destroy the LEGO planter, switch to Ellie Sattler, and water the plant near a small door. The plant sprouts a vine, which secures the raptor. Now take control of Timmy and go through the small door. When you get to the other side, break all the objects to collect studs. Assemble the build-it pieces into a narrow bridge so other characters can get across.

Select either Lex or Ellie and walk to the pink circle. Carefully jump onto a narrow bridge along the top of a dinosaur skeleton. This is a tough jump. If you miss, you fall down and lose a lot of studs, so be sure to land on the bridge. Walk along the bridge to the left until a raptor jumps on and brings the skeleton crashing to the ground.

Defeat the Raptors

All of your characters are now on the ground. However, you have an ally against the raptors—the T. rex. You gain control of this dinosaur for fighting the raptors. Press the buttons that appear onscreen in the correct sequence. They are different each time, so pay close attention. With the correct button inputs, the T. rex throws the raptor and temporarily stuns it.

After the raptor is stunned for the first time, select Alan and move to the left. Use the raptor claw to cut another rope and drop a crate on the raptor's head. Once this is done, you take control of the T. rex and fight the raptor again.

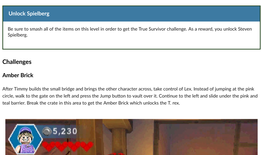
Stun the raptor. Then switch to Lex, move to the left, and throw a ball at the target on top of the scaffolding. This drops another object on the raptor. As the T. rex, defeat the raptor one more time to complete the level.

Unlock Spielberg
Be sure to smash all of the items on this level in order to get the True Survivor challenge. As a reward, you unlock Steven Spielberg.

Challenges

Amber Brick

After Timmy builds the small bridge and brings the other character across, take control of Lex. Instead of jumping at the pink circle, walk to the gate on the left and press the Jump button to vault over it. Continue to the left and slide under the pink and teal barrier. Break the crate in this area to get the Amber Brick which unlocks the T. rex.



Fossil Piece A

Once you have the Amber Brick, use Lex's scream ability to break the glass at the back of this area. After it shatters, move through the opening and to the right to collect this fossil piece.

Fossil Piece B

When on the ground floor, select a character with an electric rifle and shoot the blue target on the level's far left. This drops a large crate which hits the ground and shatters, leaving behind the fossil piece.

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Walkthrough: Movie 2

Introduction

Hub Visit

Upon walking through the doors in the Innovation Center that lead to The Lost World: Jurassic Park, you enter a new hub area. Continue to the left and break some objects until they form a pile of bricks. Assemble the bricks into a bouncy platform and use it to jump to the top of a high ledge.

Switch to Nick Van Owen and use his bolt cutters to cut the lock to the gate. Now you can get to the level access terminal.

However, there are a few Compys in the area around the terminal. Defeat them quickly. Though they are small, their bites and attacks can damage your characters. Clear them out; then get ready to start the first level of the second movie!

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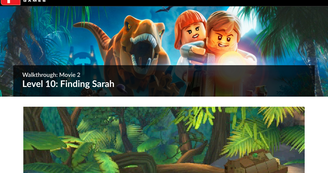
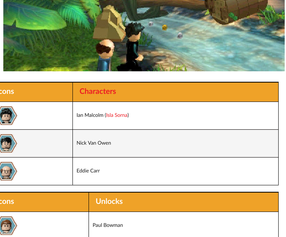


Walkthrough: Movie 2

Level 10: Finding Sarah

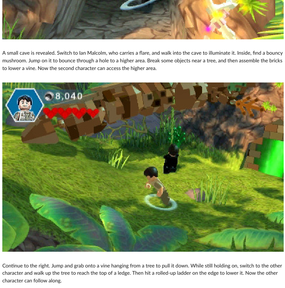


Icons	Characters
	Ian Malcolm (Isla Sorna)
	Nick Van Owen
	Eddie Carr

Icons	Unlocks
	Paul Bowman
	Cathy Bowman
	Deirdre Bowman

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 22,000 studs.
Fossil Piece A	Free Play	Collect the first Stegosaurus fossil piece.
Fossil Piece B	Free Play	Collect the second Stegosaurus fossil piece.
Red Brick	Free Play	Collect the Red Brick.

Get Through the Jungle



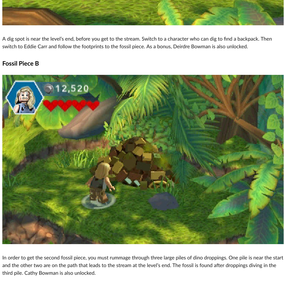
Three different characters are accessible for this level—and you need the abilities of each to find Sarah. While crossing the stream, you're attacked by little Compys. Use the Attack button to defeat them. Each takes a few hits. Take control of Nick Van Owen and use his crowbar to pull apart a rock to the stream's right.

A small cave is revealed. Switch to Ian Malcolm, who carries a flare, and walk into the cave to illuminate it. Inside, find a bouncy mushroom. Jump on it to bounce through a hole to a higher area. Break some objects near a tree, and then assemble the bricks to lower a vine. Now the second character can access the higher area.

Continue to the right. Jump and grab onto a vine hanging from a tree to pull it down. While still holding on, switch to the other character and walk up the tree to reach the top of a ledge. Then hit a rolled-up ladder on the edge to lower it. Now the other character can follow along.

Take a Picture

Move to the right and fight off the Compys. They are coming out of a small hole in the side of a short ledge. While continuing to deal with the Compys, break a rock into pieces and reassemble it to block the hole. Switch to Eddie Carr and shoot the target. Assemble the bricks that fall to make a wood chopper. Jump up and down on the platform to make the chopper cut some wood. Grab the small object left behind and use it to follow some prints. The prints lead to bricks that can be assembled into a bouncy platform. Jump on it to grab onto a bar and pull some logs down. Use the logs as steps to get to the top of a ledge.



Switch to Nick Van Owen and progress to the left. As you approach a stream, more Compys attack. Defeat the Compys, and then use Nick's crowbar to break open a rock to make a step.

Use the step to jump onto a larger rock. Move to the photo icon on the rock and press the Action button to take a photograph of a couple Stegosauruses. Once this is accomplished, you find Sarah...or perhaps Sarah finds you.

Challenges

Red Brick

At the spot where you pull a vine to lower the tree, select the Dilophosaurus. Use its ability to spit venom at the green glowing rock. After a few times, the venom eats through the rock and exposes the Red Brick. Once unlocked, you can purchase it at the shop to use the Stud Magnet ability. In addition to the Red Brick, Paul Bowman is also unlocked.

Fossil Piece A

A dig spot is near the level's end, before you get to the stream. Switch to a character who can dig to find a backpack. Then switch to Eddie Carr and follow the footprints to the fossil piece. As a bonus, Deirdre Bowman is also unlocked.

Fossil Piece B

In order to get the second fossil piece, you must rummage through three large piles of dino droppings. One pile is near the start and the other two are on the path that leads to the stream at the level's end. The fossil is found after droppings diving in the third pile. Cathy Bowman is also unlocked.

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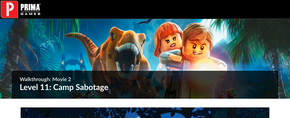
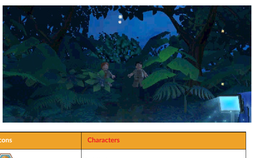


Walkthrough: Movie 2

Level 11: Camp Sabotage



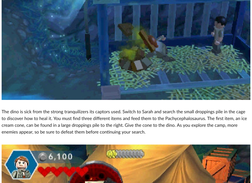
Icons	Characters
	Sarah Harding
	Nick Van Owen

Icons	Unlocks
	Stegosaurus

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 30,000 studs.
Fossil Piece A	Free Play	Collect the third Stegosaurus fossil piece.
Fossil Piece B	Free Play	Collect the fourth Stegosaurus fossil piece.
Amber Brick	Free Play	Collect the Amber Brick.

The Lower Camp

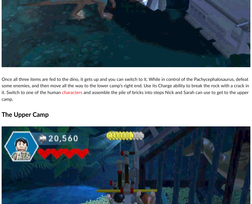
Someone is capturing dinosaurs and putting them into cages. Sarah and Nick must free the dinos and defeat anyone that gets in their way. Clear out the enemies near the first cage. Then use Nick's bolt cutters to cut the lock and free the Pachycephalosaurus.



The dino is sick from the strong tranquilizers its captors used. Switch to Sarah and search the small droppings pile in the cage to discover how to heal it. You must find three different items and feed them to the Pachycephalosaurus. The first item, an ice cream cone, can be found in a large droppings pile to the right. Give the cone to the dino. As you explore the camp, more enemies appear, so be sure to defeat them before continuing your search.

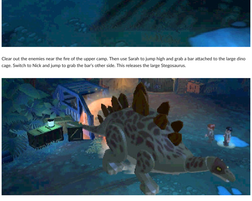
The next item, a mushroom, is cooking over a fire. To get it, break an object to the fire's right and reassemble it into a turning mechanism. Use the mechanism to get the mushroom, then take it to the dino.

The last item, a banana, is at the lower camp's far-right end. Switch to Nick and use his crowbar to open a large metal crate and get the banana.



Once all three items are fed to the dino, it gets up and you can switch to it. While in control of the Pachycephalosaurus, defeat some enemies, and then move all the way to the lower camp's right end. Use its Charge ability to break the rock with a crack in it. Switch to one of the human characters and assemble the pile of bricks into steps Nick and Sarah can use to get to the upper camp.

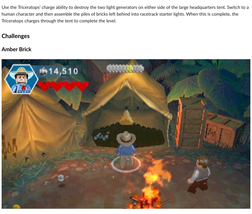
The Upper Camp



Clear out the enemies near the fire of the upper camp. Then use Sarah to jump high and grab a bar attached to the large dino cage. Switch to Nick and jump to grab the bar's other side. This releases the large Stegosaurus.

Take control of the Stegosaurus and use it to defeat the enemies that appear. Pressing the Action button causes it to use its power tail swing attack. Use the tail to open the small cage with a baby dino inside. Once you do, the Stegosaurus clears a path to the right so you can continue.

Clear out some more enemies in the camp's far-right side. Take control of Sarah and search a large droppings pile for a key. Use it to open a large lock on a cage to the left in order to release a Triceratops.



Use the Triceratops' charge ability to destroy the two light generators on either side of the large headquarters tent. Switch to a human character and then assemble the piles of bricks left behind into racetrack starter lights. When this is complete, the Triceratops charges through the tent to complete the level.

Challenges

Amber Brick

There is a small tent in the upper camp that is locked. Select a character with a raptor claw or a hunting knife and cut through the rope to open the tent. An Amber Brick is inside. It unlocks the Stegosaurus.

Fossil Piece A

Throughout the two camps are three blue generators. Use a character with a stun rod to charge all three generators to acquire this fossil piece.

Fossil Piece B

In order to get this fossil, you need the Dilophosaurus. Three glowing wheelbarrows must be destroyed by several venom attacks. One wheelbarrow is in the lower camp and the other two are in the upper camp. Destroy all three to get the fossil piece.

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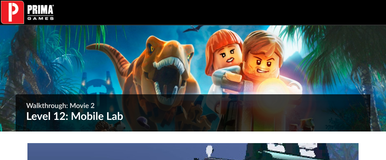
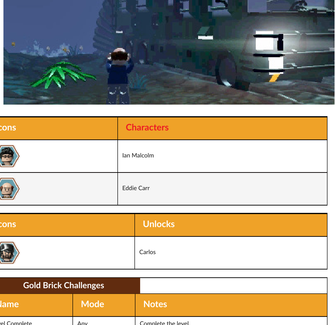


Walkthrough: Movie 2

Level 12: Mobile Lab



Icons	Characters
	Ian Malcolm
	Eddie Carr

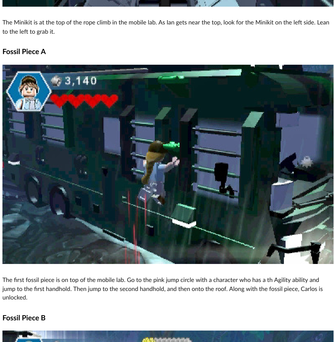
Icons	Unlocks
	Carlos

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 8,000 studs.
Fossil Piece A	Free Play	Collect the third Stegosaurus fossil piece.
Fossil Piece B	Free Play	Collect the fourth Stegosaurus fossil piece.
Minikit	Any	Collect the Minikit.

Rescue Ian

As this level begins, Ian Malcolm is dangling from a rope as half of the mobile lab is hanging over a cliff. Start moving up the rope. You can move right or left to avoid falling objects; however, when you see a string of studs falling, move toward it. The first few are silver. They are followed by gold studs, and then a final blue stud. To complete the True Survivor challenge, you must get these studs and avoid getting hit (since getting hit causes you to lose studs).

After climbing a bit, the lab starts to fall over the cliff. Switch to Eddie Carr on solid ground. Grab a hook under the mobile lab, and use it to track a pile of bricks. Assemble them into a winch on the lab. Then move to the truck and grab the tow cable. Pull it until it connects with the winch on the lab.



Now hop into the truck. You must keep the truck centered in the meter on the screen. Move left and right. When it is in the blue area, you are pulling the mobile lab off the cliff. Keep doing this until the front half of the lab is back on the ground.

Switch back to Ian and begin climbing some more. Watch for falling obstacles. Keep going until the mobile lab begins to fall over the cliff again; then take control of Eddie. The winch on the truck is busted. Before fixing it, defeat several Compys that attack. Once they are cleared out, fix the winch. Climb back into the truck and steer left and right to keep it centered while pulling on the lab again. Finally, switch back to Ian and climb to the rope's top to complete the level.

Challenges

Minikit

The Minikit is at the top of the rope climb in the mobile lab. As Ian gets near the top, look for the Minikit on the left side. Lean to the left to grab it.

Fossil Piece A

The first fossil piece is on top of the mobile lab. Go to the pink jump circle with a character who has a th Agility ability and jump to the first handhold. Then jump to the second handhold, and then onto the roof. Along with the fossil piece, Carlos is unlocked.

Fossil Piece B

Look for a dig spot near the truck. Select a character with this ability and dig up this fossil piece for your collection.

Hub Visit

After completing the Mobile Lab level, you can access the second part of The Lost World: Jurassic Park hub. From the first level access terminal, walk to the right, past the large boulders which are now broken up. Continue until you get to some crates near a stream.

In order to get the second level access terminal, you must set up a camp. Break the crates and assemble them into a tent.

Select a character who can rummage in droppings and search the large pile to the tent's right. Inside, find a pile of bricks. Assemble them into a cot and the camp is complete. You can now access the next three levels.

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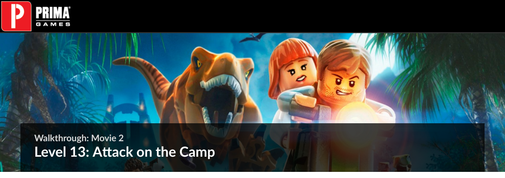

Walkthrough: Movie 2

Level 13: Attack on the Camp

Icons	Characters
	Sarah Harding

Icons	Unlocks
	Roland Tembo
	InGen Scout

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 12,000 studs.
Fossil Piece A	Any	Collect the first Compsognathus fossil piece.
Fossil Piece B	Any	Collect the second Compsognathus fossil piece.
Minikit	Any	Collect the Minikit.

Run Away from the T. Rex

This is a chase level. The people from the camp are being pursued by a T. rex. You must guide Sarah as she makes an escape. While running, focus on collecting studs and completing the challenges. Keep going all the way to the end to complete the level.

To complete the True Survivor challenge, you need 12,000 studs. This can be tough your first time through, so you may need to play this level a few times in order to get enough. Watch for trails of studs. The silver studs lead to gold and then a blue. Move left and right to get enough studs to meet the requirement. Completing this challenge also unlocks Roland Tembo.

Challenges

Minikit

Near the level's end, the view changes to one where you are behind the characters. The Minikit is hovering over a log. Adjust your trajectory to hit the Minikit as you jump over the log.

Fossil Piece A

The first fossil piece is alongside the path as you are running. When the view starts to turn from head-on to a side view, stay to the path's left (the character's right) to pick it up.

Fossil Piece B

To collect the second fossil piece, run into two palm trees. During the side-view portion, move to the top of the screen to hit and break the first tree. Then quickly drop to the bottom of the screen and hit the second tree to get the fossil piece.

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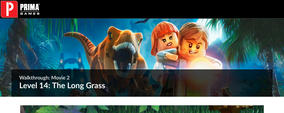
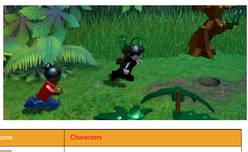


Walkthrough: Movie 2

Level 14: The Long Grass



Icons	Characters
	Ian Malcom (Isla Sorna)
	Kelly Malcolm
	Sarah Harding
	Nick Van Owen

Icons	Unlocks
	Ajay Sidhu
	InGen Hunter
	Compsognathus

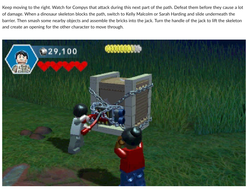
Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 40,000 studs.
Fossil Piece A	Any	Collect the third Compsognathus fossil piece.
Fossil Piece B	Free Play	Collect the fourth Compsognathus fossil piece.
Amber Brick	Free Play	Collect the Amber Brick.

Survive the Raptors

In this level, you must move through tall grass while avoiding raptors and their Compys. Smash objects to collect studs while advancing to the right. When you come to a large pile of dino droppings, switch to Sarah Harding and dive in to find some bricks. Assemble them into a lawn mower. The mower cuts a path for you and distracts a raptor as well.

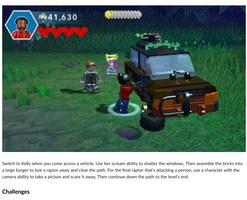
While following the path to the right, watch for raptors. They are often near blue studs waiting to ambush you. Follow the onscreen prompts and press the correct buttons to break away.

When a large log blocks your path, switch to Nick Van Owen and use his crowbar to break it open. Walk through the log's hollow interior to get to the other side.



Keep moving to the right. Watch for Compys that attack during this next part of the path. Defeat them before they cause a lot of damage. When a dinosaur skeleton blocks the path, switch to Kelly Malcolm or Sarah Harding and slide underneath the barrier. Then smash some nearby objects and assemble the bricks into the jack. Turn the handle of the jack to lift the skeleton and create an opening for the other character to move through.

Switch to Nick and use his bolt cutters to open a locked crate. This releases some Compys. However, you don't have to worry about them. They run off and hold a raptor away from the path as they go. When a raptor attacking a person blocks your way, use Nick's camera to take a picture and scare it away.



While approaching a couple of raptors attacking people, switch to Sarah and go diving into the dino droppings. Assemble the bricks she finds into a miniature ice cream truck that distracts the raptors.

Switch to Kelly when you come across a vehicle. Use her scream ability to shatter the windows. Then assemble the bricks into a large burger to lure a raptor away and clear the path. For the final raptor that's attacking a person, use a character with the camera ability to take a picture and scare it away. Then continue down the path to the level's end.

Challenges

Amber Brick

After breaking the windows in the vehicle, instead of taking the upper path toward the exit, follow the tower path. Use a character with a raptor claw to cut through the vines. Continue to the cave and switch to a character capable of going into dark places. Inside, find the Amber Brick that unlocks the Compsognathus.

Fossil Piece A

While advancing along the path through the long grass, you come across four different spots where raptors are attacking people. A few have to be rescued to continue down the path. Rescue all five people at these four spots to get the fossil piece. Ajay Sidhu is also unlocked.

Fossil Piece B

After the lawn mower clears a path, select a character with the dig ability and use it on a dig spot. Break open the box that is found to get the fossil piece, as well as unlock an InGen Hunter.

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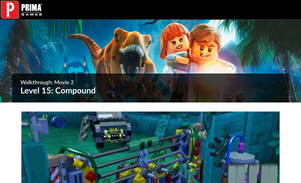
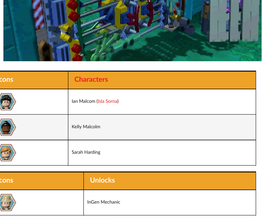


Walkthrough: Movie 2

Level 15: Compound



Icons	Characters
	Ian Malcom (Isla Sorna)
	Kelly Malcolm
	Sarah Harding

Icons	Unlocks
	InGen Mechanic

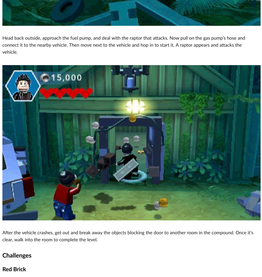
Gold Brick Challenges

Name	Mode	Notes
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 19,000 studs.
Fossil Piece A	Free Play	Collect the fifth Compsognathus fossil piece.
Fossil Piece B	Free Play	Collect the sixth Compsognathus fossil piece.
Red Brick	Free Play	Collect the Red Brick.

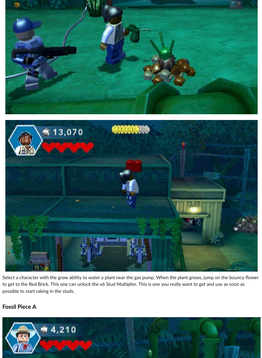
Find Safety in the Compound

Your characters need to get into the compound, but it's protected by a large gate. Break some objects by the gate and assemble the bricks into a bar on the wall. Switch to Kelly Malcolm or Sarah Harding and jump to the bar and then over the wall.

Switch to Sarah Harding, move to the left, and fight off the Compys. Then find a large pile of dino droppings. Rummage through it to find a hook. Return to the vehicle by the gate and put the hook on the winch. Pull on the tow cable and attach it to the gate. Give the winch on the vehicle a kick and the gate is pulled open.



Switch to Ian Malcolm and move toward the building. It's dark inside, so Ian can use his flare. Walk to the back of the building and press the button at the correct time to start the generator and provide power to the building. This also opens the garage door, providing access to the level's next area.



Switch to Kelly and use here scream to shatter the glass door near the vehicle. Enter the building and defeat some Compys before starting a generator to provide power to the gas pump outside.

Head back outside, approach the fuel pump, and deal with the raptor that attacks. Now pull on the gas pump's hose and connect it to the nearby vehicle. Then move next to the vehicle and hop in to start it. A raptor appears and attacks the vehicle.

After the vehicle crashes, get out and break away the objects blocking the door to another room in the compound. Once it's clear, walk into the room to complete the level.

Challenges

Red Brick

Select a character with the grow ability to water a plant near the gas pump. When the plant grows, jump on the bouncy flower to get to the Red Brick. This one can unlock the x6 Stud Multiplier. This is one you really want to get and use as soon as possible to start raking in the studs.

Fossil Piece A

There are some vines near the level's beginning. Select a character with a raptor claw or hunting knife and cut through the vines. On the other side, find the fossil piece.

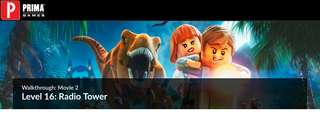
Fossil Piece B

Break an object behind the vehicle with the winch. Then select a character with the tracking ability and follow the prints to find the second fossil piece. The InGen Mechanic is also unlocked.

Hub Visit

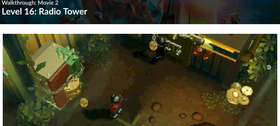
Once this level is complete, you return to the Jurassic Park Visitor Center hub. Move to the right and turn the red wheel. This shuts off the steam blocking the entrance to the compound area.

Switch to Kelly or another agile character and walk jump near the wheel to get to the platform's top. Push the crate off the platform, then drop down and assemble the pieces into the third level access terminal.



Walkthrough: Movie 2

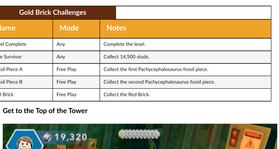
Level 16: Radio Tower



Icons	Characters
	Sarah Harding
	Kelly Malcolm

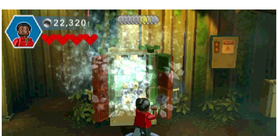
Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 14,500 studs.
Fossil Piece A	Free Play	Collect the first Pachycephalosaurus fossil piece.
Fossil Piece B	Free Play	Collect the second Pachycephalosaurus fossil piece.
Red Brick	Free Play	Collect the Red Brick.

Get to the Top of the Tower



The helicopters are coming to evacuate your group from the island. However, you must reach the top of the radio tower for them to pick you up. raptors are all around. While Ian holds them off at the door, you must find a way to the top. First, you need the key next to a skeleton. As you approach, a raptor sticks its head through a hole. Use Sarah's camera to drive it away, and then grab the key.

Put the key into the large lock and turn it to open the cabinet. Switch to Kelly and scream to break the glass in the cabinet. Assemble the resulting bricks to create a wall jump. Use the wall jump to access the tower's second floor.



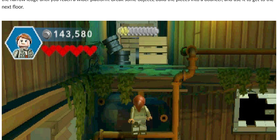
Follow the walkway to the left. Use the Action button to knock a plank over the gap. Walk on the plank as far as possible, then jump across and grab a chain. This brings another plank down to create a narrow bridge. Switch to the other character and continue across the bridge.

Once on the other side, break the gate into a pile of bricks. As soon as you do this, a raptor attacks. Fight the raptor off. Then assemble the bricks into a ladder, which you lower to the ground floor. Move forward and climb a pipe to the next floor.

Switch to Sarah and move to the left. As a raptor pops its head through a hole, use the camera to make it leave. Proceed along the narrow ledge until you reach a wider platform. Break some objects, build the pieces into a bouncer, and use it to get to the next floor.

As you get to the top, another raptor attacks. Fight it off with the correct button presses. Then move to the right and jump across to a bar extending from the wall. Swing around it, and then jump to the next bar. Jump again into a wall jump and reach the top.

Use Kelly's scream to shatter the glass in the cabinet. Assemble the resulting bricks to fix an elevator platform for Ian to use. Switch to Sarah and move to another pile of bricks on the left side. A raptor tries to stop you, so flash him with the camera. Then assemble the bricks into a button and press it to send the elevator to Ian. Once he gets in, the level comes to an end.



Challenges

Red Brick

After getting across the pole swings, drop to the platform on the right. Select a character with a projectile attack, such as a ball or rifle. Hit the target above the hanging skeleton. This reveals a Red Brick for helium voices.

Fossil Piece A

After the raptor attacks and you jump on the bouncer, select a character for going into dark areas. Walk into the area where the raptor emerged to find a fossil piece.

Fossil Piece B

Break a container on the top floor's left to reveal a small door. Switch to a small character and enter. Move to the left to get the fossil piece; then return the way you came.

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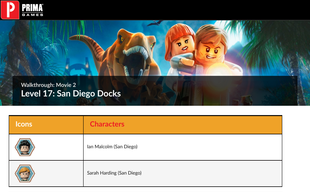


Walkthrough: Mission 2

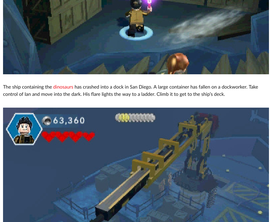
Level 17: San Diego Docks

Icons	Characters
	Ian Malcolm (San Diego)
	Sarah Harding (San Diego)

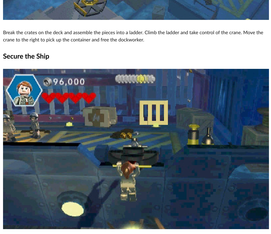
Icons	Unlocks
	Pachycephalosaurus

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 31,500 studs.
Fossil Piece A	Any	Collect the third Pachycephalosaurus fossil piece.
Fossil Piece B	Any	Collect the fourth Pachycephalosaurus fossil piece.
Amber Brick	Free Play	Collect the Amber Brick.

Rescue the Dockworker

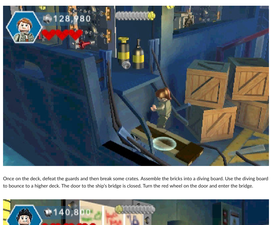


The ship containing the dinosaurs has crashed into a dock in San Diego. A large container has fallen on a dockworker. Take control of Ian and move into the dark. His flare lights the way to a ladder. Climb it to get to the ship's deck.

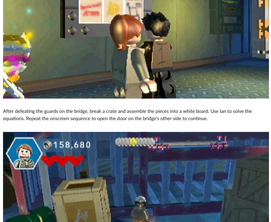


Break the crates on the deck and assemble the pieces into a ladder. Climb the ladder and take control of the crane. Move the crane to the right to pick up the container and free the dockworker.

Secure the Ship

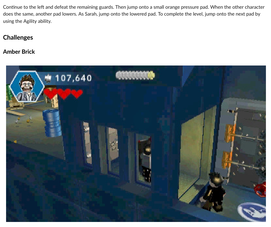


Drop to the dock and move to the left. Jump across to a floating container and then to another section of dock. Defeat the guards here. Switch to Sarah and jump to grab a bar and pull the anchor down so it can be used as a ladder to get back onto the ship.



Once on the deck, defeat the guards and then break some crates. Assemble the bricks into a diving board. Use the diving board to bounce to a higher deck. The door to the ship's bridge is closed. Turn the red wheel on the door and enter the bridge.

After defeating the guards on the bridge, break a crate and assemble the pieces into a white board. Use Ian to solve the equations. Repeat the onscreen sequence to open the door on the bridge's other side to continue.

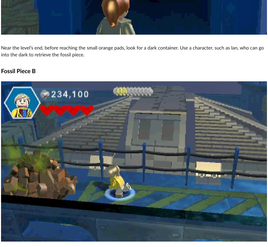


Exit the bridge and descend the stairs to the left. Break some crates and assemble the bricks into a bar. Select Sarah and vault over the bar and into a dino cage. Move left and then vault out using another bar. Defeat the guards on this side. Then move to the right and push a crate to the right so Ian can join you.

Continue to the left and defeat the remaining guards. Then jump onto a small orange pressure pad. When the other character does the same, another pad lowers. As Sarah, jump onto the lowered pad. To complete the level, jump onto the next pad by using the Agility ability.

Challenges

Amber Brick



Near the bridge, find the second door. Switch to a character with InGen access and use the access panel to unlock the door. Then continue to the back of the ship. Switch to a character with a stun rod and use it on the generator panel to open a container. The Amber Brick inside unlocks the Pachycephalosaurus.

Fossil Piece A

Near the level's end, before reaching the small orange pads, look for a dark container. Use a character, such as Ian, who can go into the dark to retrieve the fossil piece.

Fossil Piece B

After using the crane and before dropping down to the dock, descend the stairs to the crane's left to reach a small deck area with a large pile of dino droppings. Use Sarah, or another character with this ability, to rummage through the droppings to find a fossil piece.

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Walkthrough: Movie 2

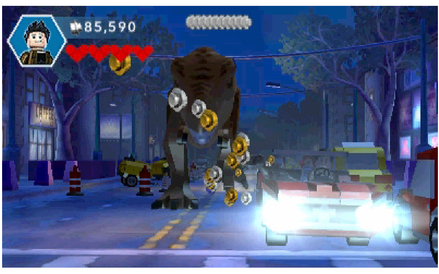
Level 18: San Diego Streets

Icons	Characters
	Ian Malcolm (San Diego)

Icons	Unlocks
	Ellie Degler
	Mark Degler
	Charlie Degler

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 25,000 studs.
Fossil Piece A	Any	Collect the fifth Pachycephalosaurus fossil piece.
Fossil Piece B	Any	Collect the sixth Pachycephalosaurus fossil piece.
Minikit	Any	Collect the Minikit.

Get the Baby T. Rex to the Docks



This level is a race to the San Diego docks with a T. rex on your tail. While driving, steer back and forth to collect as many of the studs as possible to complete the True Survivor challenge.

Make your way to the docks and crash through this building to complete the level.

Challenges

Minikit

As the T. rex is chasing you, hold down the Attack button to aim. Release when the T. rex's mouth is open with the target over it. This will throw a chicken into its mouth. Get three chickens in the dino's mouth to earn the Minikit. Ellie Degler is also unlocked.

Fossil Piece A

When the view changes from head-on to a view of the car's back, steer to the road's right side. As you approach a truck, drive up its ramp to get the fossil piece and unlock Mark Degler.

Fossil Piece B

Three pizza delivery bikes are along the route. Hit all three to earn this fossil piece and unlock Charlie Degler. The first is along the screen's right side during the first driving segment. It's nearly impossible to see until you drive past it, so hug the screen's right side until you hit it. The second bike is to the truck's left where you get the first fossil piece. The third bike is on the left when you're once again in a head-on view.

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Walkthrough: Movie 3

Introduction

Hub Visit

After walking through the Jurassic Park III door in the Innovations Center, you arrive at the first hub for this movie. Take control of Paul Kirby and use his grappling hook to grab onto the orange attachment on the airplane fuselage.

Pull on the grappling hook to cause some bricks to drop from the plane. Assemble them into the first level access terminal for this movie. Use it to play the first level.

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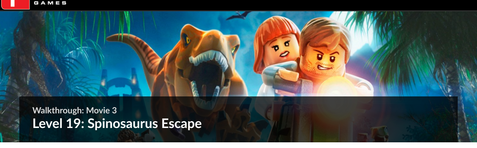


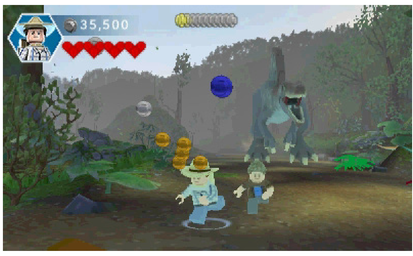
Walkthrough: Movie 3

Level 19: Spinosaurus Escape

Icons	Characters
	Alan Grant (Isla Sorna)

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 8,000 studs.
Fossil Piece A	Any	Collect the first Gallimimus fossil piece.
Fossil Piece B	Any	Collect the second Gallimimus fossil piece.
Red Brick	Any	Collect the Red Brick.

Run Away from the Spinosaurus



This is a chase level. As Alan Grant, avoid being eaten by the Spinosaurus while running through the jungle and trying to gather as many studs as possible. As in previous chase levels, look for rows of studs. They start out with silver, then gold, and finally a blue stud at the end. Many have a log directly after the blue stud. Be ready to jump just before the blue stud to grab it and avoid the log.

In addition to collecting studs, move back and forth to avoid taking damage from the Spinosaurus. When it gets close, move! Or it snaps at you and makes you drop studs.

Challenges

Red Brick

After the path splits and then comes back together again, stay to the screen's left side. A rock appears in your path. Run directly into it to break the rock. It releases a Red Brick that unlocks the x8 Stud Multiplier.

You definitely want this one and should purchase it from the store as soon as possible.

Fossil Piece A

This fossil piece is just before the Red Brick. Stay to the left after the split and rejoining of the trail. There is a trail of studs and a log, then this fossil piece is just over the next log.

Fossil Piece B

Look for a ramp at the top of the screen after the trail splits and the view changes to a side view. Go up the ramp and follow it a short distance to get the second fossil piece.

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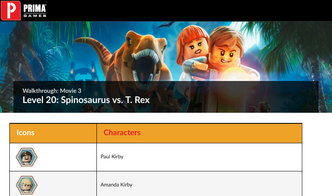


Walkthrough: Movie 3

Level 20: Spinosaurus vs. T. Rex

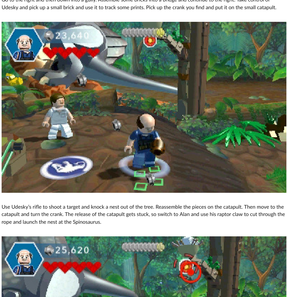
Icons	Characters
	Paul Kirby
	Amanda Kirby
	Billy Brennan
	Udesky
	Alan Grant (Isla Sorna)

Icons	Unlocks
	Gallimimus

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 11,000 studs.
Fossil Piece A	Free Play	Collect the third Gallimimus fossil piece.
Fossil Piece B	Free Play	Collect the fourth Gallimimus fossil piece.
Amber Brick	Any	Collect the Amber Brick.

Help the T. Rex

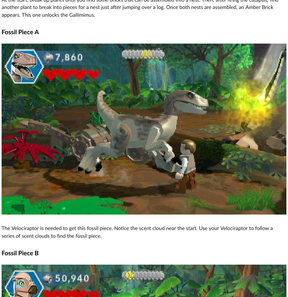
The Spinosaurus is in a fight with a T. rex. While they are keeping each other occupied, you must try to get away from this clearing. Start off by helping Alan Grant. He is trapped between a couple logs. Pull him out.



The T. rex is not doing so well in the fight. Since the fight needs to keep going until your escape, help the T. rex. Switch to Alan and dig up a pile of dirt to find some bricks. Assemble them into a giant rubber ducky. Switch to Paul and throw his grappling hook at the orange attachment on a tree. This launches the ducky into the clearing and distracts the Spinosaurus.

Go to the right and then down into a gully. Assemble some bricks into a bridge and continue to the right. Take control of Udesky and pick up a small brick and use it to track some prints. Pick up the crank you find and put it on the small catapult.

Use Udesky's rifle to shoot a target and knock a nest out of the tree. Reassemble the pieces on the catapult. Then move to the catapult and turn the crank. The release of the catapult gets stuck, so switch to Alan and use his raptor claw to cut through the rope and launch the nest at the Spinosaurus.

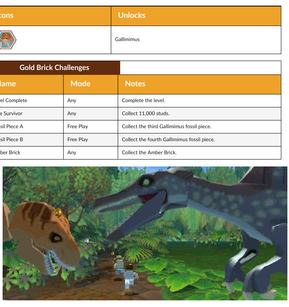


Move to the right and break the plants near a tree. Assemble the bricks into a lever on a large tree stump. Climb onto the stump and push the lever's green side in a circle to pull back a tree; release it to hit the Spinosaurus.

You now take control of the T. rex. Press the onscreen buttons to attack the Spinosaurus and throw it to the ground. When the fight resumes, you again have control of the human characters. Run between the two large dinos to get to safety.

Challenges

Amber Brick



At the start, break up plants until you find some bricks that can be assembled into a nest. Then, after firing the catapult, find another plant to break into pieces for a nest just after jumping over a log. Once both nests are assembled, an Amber Brick appears. This one unlocks the Gallimimus.

Fossil Piece A

The Velociraptor is needed to get this fossil piece. Notice the scent cloud near the start. Use your Velociraptor to follow a series of scent clouds to find the fossil piece.

Fossil Piece B

Near the end of the level, find a large cracked rock. Charge the rock with a capable dinosaur to break it and retrieve this fossil piece.

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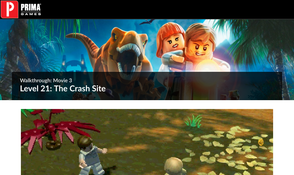
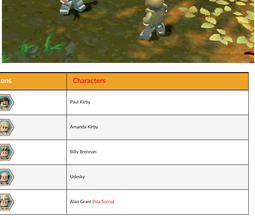


Walkthrough: Movie 3

Level 21: The Crash Site

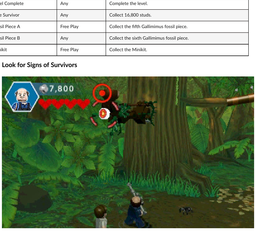


Icons	Characters
	Paul Kirby
	Amanda Kirby
	Billy Brennan
	Udesky
	Alan Grant (Isla Sorna)

Icons	Unlocks
	Ben Hildebrand

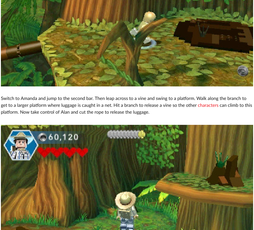
Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 16,800 studs.
Fossil Piece A	Free Play	Collect the fifth Gallimimus fossil piece.
Fossil Piece B	Any	Collect the sixth Gallimimus fossil piece.
Minikit	Free Play	Collect the Minikit.

Look for Signs of Survivors



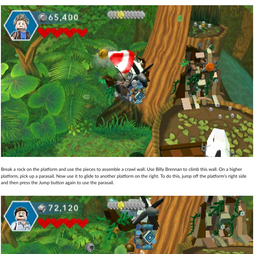
Paul and Amanda Kirby have come to Isla Sorna to find their son. Their party is looking for evidence that he is still alive. Start by taking control of Udesky and using his rifle to shout the target in a tree. Assemble the bricks that fall into a bar on the tree.

Switch to Amanda and jump to the second bar. Then leap across to a vine and swing to a platform. Walk along the branch to get to a larger platform where luggage is caught in a net. Hit a branch to release a vine so the other characters can climb to this platform. Now take control of Alan and cut the rope to release the luggage.

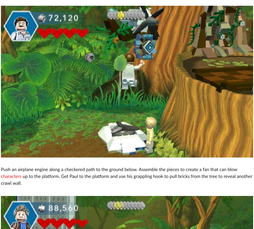


Break the luggage and switch to Udesky. Use one of the bricks from the luggage to start tracking. This leads to a pile of bones. Use Alan to assemble the bones into a bouncy pad, then use it to get to another platform in a tree.

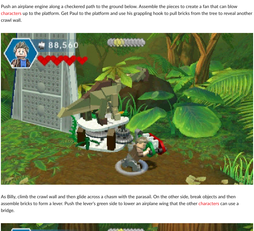
Break a rock on the platform and use the pieces to assemble a crawl wall. Use Billy Brennan to climb this wall. On a higher platform, pick up a parasail. Now use it to glide to another platform on the right. To do this, jump off the platform's right side and then press the Jump button again to use the parasail.



Push an airplane engine along a checkered path to the ground below. Assemble the pieces to create a fan that can blow characters up to the platform. Get Paul to the platform and use his grappling hook to pull bricks from the tree to reveal another crawl wall.



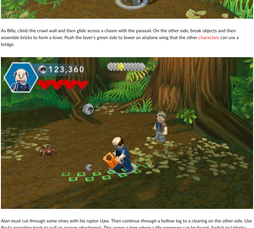
As Billy, climb the crawl wall and then glide across a chasm with the parasail. On the other side, break objects and then assemble bricks to form a lever. Push the lever's green side to lower an airplane wing that the other characters can use a bridge.



Alan must cut through some vines with his raptor claw. Then continue through a hollow log to a clearing on the other side. Use Paul's grappling hook to pull an orange attachment. This opens a tree where a life preserver can be found. Switch to Udesky and track a trail to some bricks. Assemble them into a movie projector to compete the level.

Challenges

Minikit

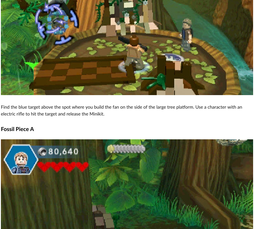


Find the blue target above the spot where you build the fan on the side of the large tree platform. Use a character with an electric rifle to hit the target and release the Minikit.

Fossil Piece A

In the bowl's final area, a small door is in the side of a tree. Select a small character to crawl through and access a small platform up in the tree. Find the fossil piece here, as well as unlock Ben Hildebrand.

Fossil Piece B



This fossil piece is awarded for shooting three nests with Udesky's rifle (or with projectiles from another character). The first nest is above the first tree platform. The second nest is above the tree platform near the chasm where Billy has to parasail. The final nest is in a tree near the bowl's end. Just look for the targets.

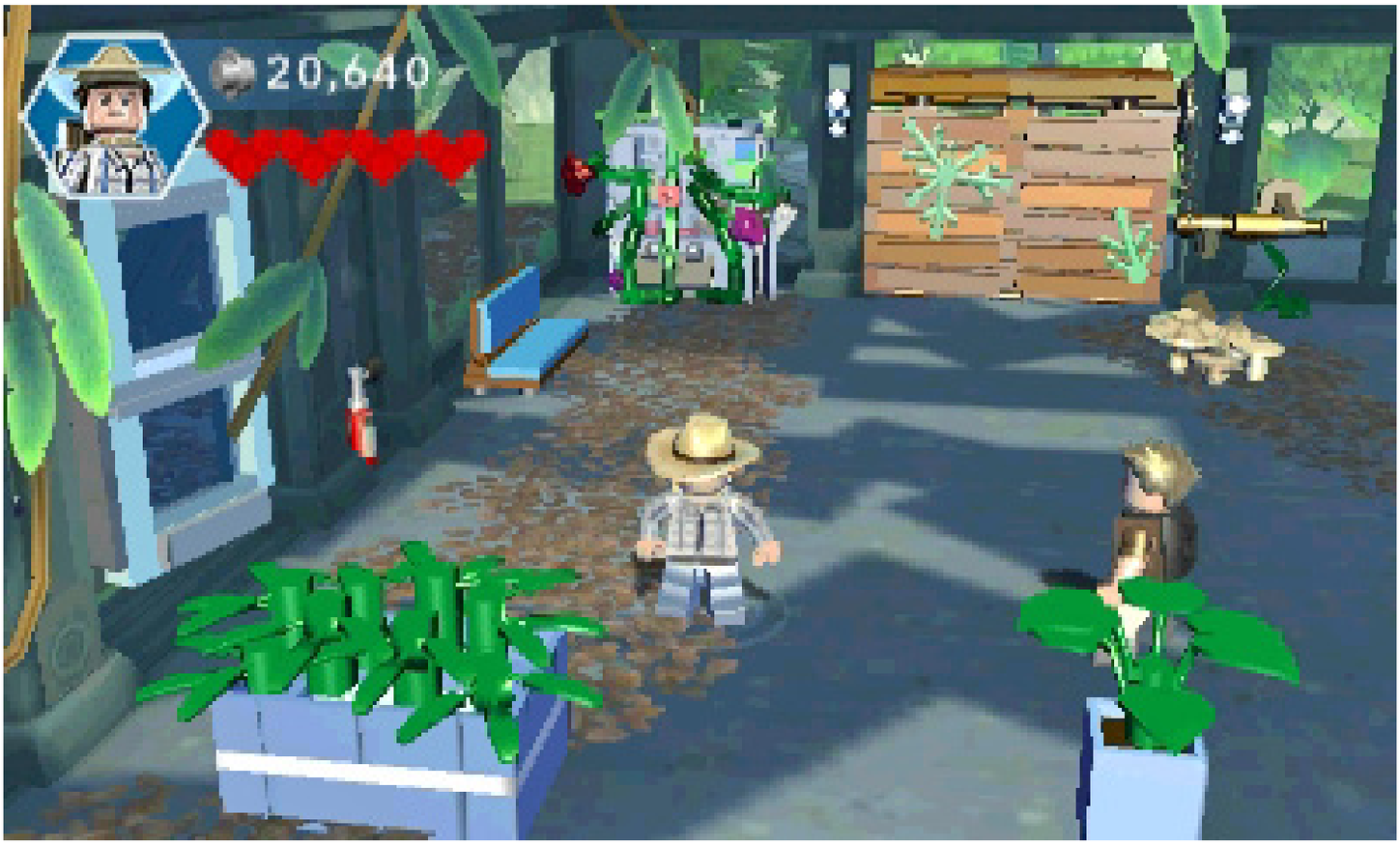
Hub Visit

After completing this level, you return to the hub area. Take control of Billy Brennan and move to the right toward a chasm. Glide across to the narrow structure using his parasail. Break some objects and use the pieces to assemble a small bridge for other characters to use.

Bring Alan Grant across to hack away at some vines with his raptor claw. Then continue to the second level access terminal to begin the next level.

Walkthrough: Movie 3

Level 22: Lab Interior



Icons	Characters
	Paul Kirby
	Amanda Kirby
	Billy Brennan
	Udesky

	Alan Grant (Isla Sorna)

Icons	Unlocks
	Ankylosaurus

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 33,500 studs.
Fossil Piece A	Free Play	Collect the first Ankylosaurus fossil piece.
Fossil Piece B	Any	Collect the second Ankylosaurus fossil piece.
Amber Brick	Free Play	Collect the Amber Brick.

Advance through the Lab

As your team continues looking for Eric, they must search the laboratory. Start by using Alan to cut through the vines on the vending machine. Switch to Amanda and use her scream to shatter the glass and release an object.

Switch to Udesky and use the object to track through the room to find a pile of bricks. Assemble them into some gears with a crank. Turn the crank to open the door and enter the laboratory. Be ready to fight off some Compys that attack once the door is opened.

Advance down the hallway to the right and then descend the stairs to the first lab room's main floor. Use Paul to fix the blue robotic arm at the back of the room. It lifts part of a walkway. Switch to Billy and climb back up the stairs, fighting Compys as you go. Follow the walkway to the back and then use the parasail to glide across to the walkway on the right.

Push a crate along checkered tiles until it gets stuck. Then switch to Paul on the floor of the lab. Use his grappling hook to grab onto the crate and pull it down. It breaks into a pile of bricks on the floor. Use these bricks to repair a green robot arm. After it closes a batch of dino eggs in an incubator, jump onto the incubator and bounce to the walkway on the right.

Drop to the ground floor of the second lab and turn the red wheel next to the tank of water. Use Alan's raptor claw to cut away vines covering some broken pipes. Switch to Paul and repair the pipes. As the pressure builds, it blows off a red wheel.

Pick up the wheel and carry it to the back of the room. Put it into the slot in front of another tank of water. Turn the wheel to build pressure and break a third tank. This releases a skeleton. Take control of Alan and assemble the skeleton into a ladder that can be used to get out of this lab.

After climbing the ladder, continue to the right until a raptor is hiding behind some tanks. Switch to Billy and use his camera to stun the raptor. Now your group can get past it and complete the level.

Challenges

Amber Brick

In the room with the two robotic arms, move to the far left on the ground floor. Fire an electric rifle at the blue target to open the door. Enter the room with a character capable of going into dark places and retrieve the Amber Brick that unlocks the Ankylosaurus.

Fossil Piece A

Near the level's end, find an access panel. Switch to a character with InGen access to use the panel. Repeat the onscreen code. Next, complete the puzzle. The fossil piece is in a tank of water. Use the switches on the floor to transfer the fossil to the broken tank. If you number the switches from one to four starting on the left, jump on the switches in this order: three, one, two.

Fossil Piece B

Several surveillance cameras are scattered throughout the lab complex. Use Udesky's rifle to shoot them. Once they are all destroyed, this fossil piece is awarded. The first two cameras are in the room where you start. The third is above the door where you get the Amber Brick. The fourth is near the access panel you use to get Fossil Piece A. The final two cameras are tough to get. From the access panel, move along the catwalk to the left. Switch to a female character and jump onto the duct work on the left. Follow it to a hidden walkway above the egg hatchery room. From this walkway, shoot the last two cameras.

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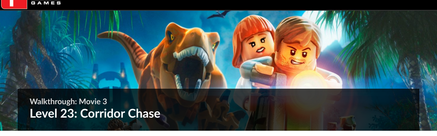


Walkthrough: Movie 3

Level 23: Corridor Chase

Icons	Characters
	Amanda Kirby

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 8,000 studs.
Fossil Piece A	Any	Collect the third Ankylosaurus fossil piece.
Fossil Piece B	Any	Collect the fourth Ankylosaurus fossil piece.
Minikit	Any	Collect the Minikit.

Escape from the Raptors

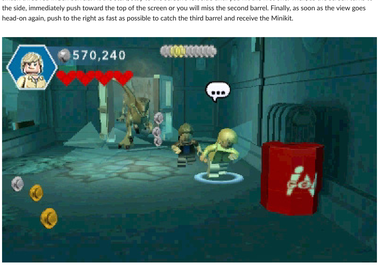
Once again, you are being chased by dinosaurs. This time it's raptors in a lab. In addition to trying to complete the challenges, the main focus is to accumulate as many studs as possible.

The level starts with your character running from a head-on perspective. Then it changes to a side view, before returning to head-on, and then finally a view from behind as the level's end approaches.

Challenges

Minikit

These challenges are tricky to complete, even when you know where the objects are located. To get the Minikit, run into and smash three red InGen barrels. At the start, stay to the screen's left side until you hit the first one. Then, as the screen turns to the side, immediately push toward the top of the screen or you will miss the second barrel. Finally, as soon as the view goes head-on again, push to the right as fast as possible to catch the third barrel and receive the Minikit.



Fossil Piece A

As the view changes to the side, move to the middle of this area. As soon as this fossil piece is visible near the ceiling, jump to get it. If you have trouble with timing, just keep jumping in the middle of this area and you should grab it.

Fossil Piece B

This fossil piece is in a crate during the second time the view is head-on. As soon as you hit the red barrel on the screen's right side, move to the left and run directly into the crate and get the fossil.

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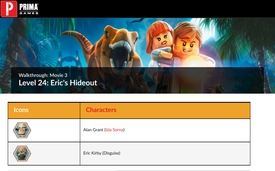


Walkthrough: Movie 3

Level 24: Eric's Hideout

Icons	Characters
	Alan Grant (Iris Sorrul)
	Eric Kirby (Disguise)

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 16,000 studs.
Fossil Piece A	Free Play	Collect the fifth Ankylosaurus fossil piece.
Fossil Piece B	Any	Collect the sixth Ankylosaurus fossil piece.
Red Brick	Free Play	Collect the Red Brick.

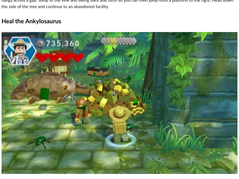
Get to the Facility

After emerging from the lab, Alan gets separated from the group. As he is surrounded by raptors, Alan is rescued by Eric. Eric has the ability to camouflage himself. Hold down the Action button to use this ability, then move to the right and sneak past a raptor. Once past the dino, press the Action button again to return to normal mode and break some crates. Assemble the pieces into a toy that distracts the raptor.

Take control of Alan and move to Eric. Cut away the vines around the front of the vehicle with the raptor claw, then pull on the tow hook. Attach it to the tree, return to the vehicle, and use the winch to reveal a small door.

Eric can crawl through the small door and get to a platform high in the tree. Break some objects and assemble the pieces into a ladder for Alan to climb onto the platform. Then use Alan's raptor claw to cut away some vines. While doing this, one vine hangs across a gap. Jump to the vine and swing back and forth so you can then jump onto a platform to the right. Head down the side of the tree and continue to an abandoned facility.

Heal the Ankylosaurus



A sick Ankylosaurus is in the facility. Cut away the vines over the large pile of dino droppings with Alan's raptor claw. Then use Eric to search the pile to see what the dino needs to be healed.

The first item is a carrot. Move to the facility's right side and have Alan dig up the carrot from a dig spot. Carry it back to the dino.

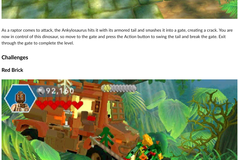
Cut away the vines on the vending machine with the raptor claw. Then use the vending machine to get a chocolate bar. This is the second item the dino needs.

Locate a vine to the vending machine's right. Jump and grab onto the vine to shake a banana loose. Deliver this last ingredient to the dino and it will be healed.

As a raptor comes to attack, the Ankylosaurus hits it with its armored tail and smashes it into a gate, creating a crack. You are now in control of this dinosaur, so move to the gate and press the Action button to swing the tail and break the gate. Exit through the gate to complete the level.

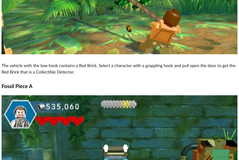
Challenges

Red Brick



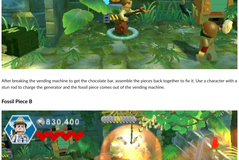
The vehicle with the tow hook contains a Red Brick. Select a character with a grappling hook and pull open the door to get the Red Brick that is a Collectible Detector.

Fossil Piece A



After breaking the vending machine to get the chocolate bar, assemble the pieces back together to fix it. Use a character with a stun rod to charge the generator and the fossil piece comes out of the vending machine.

Fossil Piece B

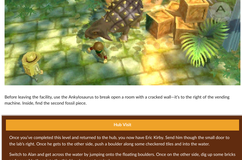


Before leaving the facility, use the Ankylosaurus to break open a room with a cracked wall—it's to the right of the vending machine. Inside, find the second fossil piece.

Hub Tool

Once you've completed this level and returned to the hub, you now have Eric Kirby. Send him through the small door to the lab's right. Once he gets to the other side, push a boulder along some checkered tiles and into the water.

Switch to Alan and get across the water by jumping onto the floating boulders. Once on the other side, dig up some bricks and assemble them into the third level access terminal.



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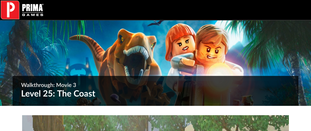
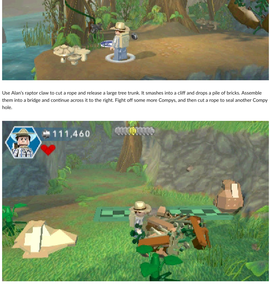


Level 25: The Coast

Icons	Characters
	Alan Grant (Isla Sorna)
	Eric Kirby

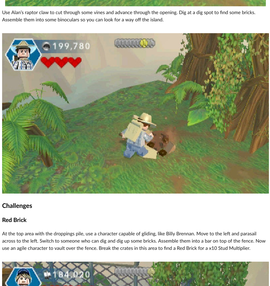
Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 21,000 studs.
Fossil Piece A	Any	Collect the first Spinosaurus fossil piece.
Fossil Piece B	Free Play	Collect the second Spinosaurus fossil piece.
Red Brick	Free Play	Collect the Red Brick.

Look for a Way Off the Island



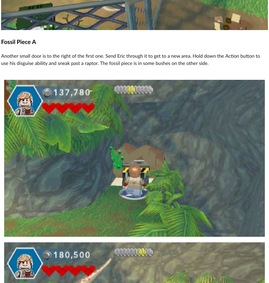
From the start, head to the right. After crossing a stream, some Compys attack. Fight them off, then knock down the large tree to block their hole and prevent more from emerging. Now break up a skeleton and use Alan to reassemble it into a bouncer. Use it to get to the higher ledge.

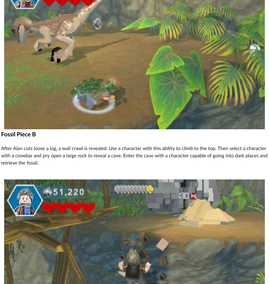
Use Alan's raptor claw to cut a rope and release a large tree trunk. It smashes into a cliff and drops a pile of bricks. Assemble them into a bridge and continue across it to the right. Fight off some more Compys, and then cut a rope to seal another Compy hole.



Continue to the right and slash some vines with the raptor claw to move through a cave. Fight more Compys on the other side; then push a stone along some checkered tiles to seal another Compy hole. Dig up some bricks from a pile of dirt and assemble them into a ladder.

Take control of Eric and climb the ladder. Hop up some step-like ledges to get to a flat area with a small door. Crawl through the door to get to a higher area. Fight off some Compys, break a rock near some vines, and assemble the pieces to seal the Compy hole. Then search a dino droppings pile for some bricks. Place them together to create a ladder for Alan.





Use Alan's raptor claw to cut through some vines and advance through the opening. Dig at a dig spot to find some bricks. Assemble them into some binoculars so you can look for a way off the island.

Challenges

Red Brick

At the top area with the droppings pile, use a character capable of gliding, like Billy Brennan. Move to the left and parasail across to the left. Switch to someone who can dig and dig up some bricks. Assemble them into a bar on top of the fence. Now use an agile character to vault over the fence. Break the crates in this area to find a Red Brick for a x10 Stud Multiplier.

Fossil Piece A

Another small door is to the right of the first one. Send Eric through it to get to a new area. Hold down the Action button to use his disguise ability and sneak past a raptor. The fossil piece is in some bushes on the other side.

Fossil Piece B

After Alan cuts loose a log, a wall crawl is revealed. Use a character with this ability to climb to the top. Then select a character with a crowbar and pry open a large rock to reveal a cave. Enter the cave with a character capable of going into dark places and retrieve the fossil.

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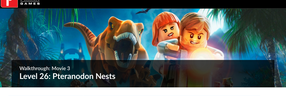


Walkthrough: Movie 3

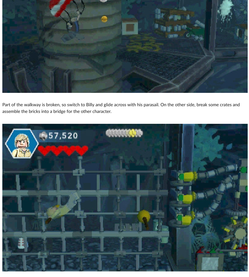
Level 26: Pteranodon Nests

Icons	Characters
	Alan Grant (Ida Sorna)
	Amanda Kirby
	Paul Kirby
	Billy Brennan

Icons	Unlocks
	Spinosaurus

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 22,500 studs.
Fossil Piece A	Free Play	Collect the third Spinosaurus fossil piece.
Fossil Piece B	Any	Collect the fourth Spinosaurus fossil piece.
Amber Brick	Free Play	Collect the Amber Brick.

Rescue Eric from the Pteranodons



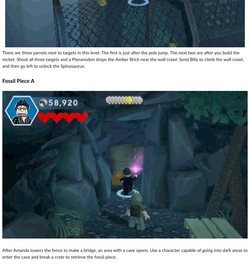
A Pteranodon has caught Eric and carried him back to its nest to feed its babies. Start by moving forward along the walkway. Use Alan's raptor claw to cut through some vines and then continue to the right.

Part of the walkway is broken, so switch to Billy and glide across with his parasail. On the other side, break some crates and assemble the bricks into a bridge for the other character.

Continue to the right. Switch to Amanda and leap up and twirl around the poles to get across another gap in the walkway. Upon landing, break some objects near the gap and assemble them into a lever. Push on the lever's green side to make it go around in a circle. This lowers a fence that can function as a bridge.

Advance forward to the right and a Pteranodon blocks your way. Select Alan and use his raptor claw to cut a rope and drop a crate on the dino to get it to fly away. Now use Paul's grappling hook to pull on an orange attachment. This drops some bones that Alan can assemble into a bridge.

Cross the bone bridge and continue to the right. The Pteranodon returns. Break a red light generator and assemble the pieces into an air rocket. Jump onto the pump and continue jumping until the rocket launches and scares away the flying dino.



Switch to Billy and climb a wall crawl. Then parasail across a gap to the right. Push a crate along some checkered tiles and off the edge. When it breaks, assemble the pieces into a ladder for the other characters.

Use Alan to cut through some vines with the raptor claw. Then continue to a white light generator. Break it into pieces and build a diving board out of it.

Billy leaps off the diving board and parasails through a canyon. Avoid hitting the sides and steer to the rock structure in the center where the Pteranodon nest is located. Now Billy can get Eric and glide him to safety.

Challenges

Amber Brick

There are three parrots next to targets in this level. The first is just after the pole jump. The next two are after you build the rocket. Shoot all three targets and a Pteranodon drops the Amber Brick near the wall crawl. Send Billy to climb the wall crawl, and then go left to unlock the Spinosaurus.

Fossil Piece A

After Amanda lowers the fence to make a bridge, an area with a cave opens. Use a character capable of going into dark areas to enter the cave and break a crate to retrieve the fossil piece.

Fossil Piece B

As Billy is parasailing through the canyon, look for a fossil piece floating in the middle. Maneuver your character to run into it and add it to your collection.

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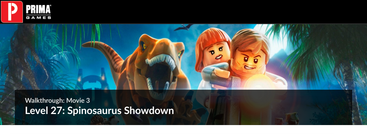


Walkthrough: Movie 3

Level 27: Spinosaurus Showdown

Icons	Characters
	Alan Grant (Isla Sorna)
	Paul Kirby

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 13,000 studs.
Fossil Piece A	Free Play	Collect the fifth Spinosaurus fossil piece.
Fossil Piece B	Free Play	Collect the sixth Spinosaurus fossil piece.
Minikit	Any	Collect the Minikit.

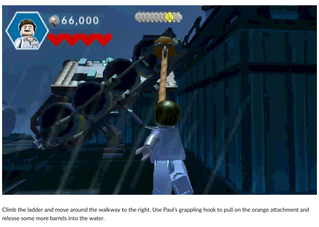
Rescue Paul Kirby

Alan and the Kirby family make it to a boat. However, the Spinosaurus finds them and attacks. While most of the group make it to shore, Paul Kirby is stuck on some floating wreckage. At the start, you can only control Alan. Fight off some Compys, and then dig up some bricks from a large pile of dirt.

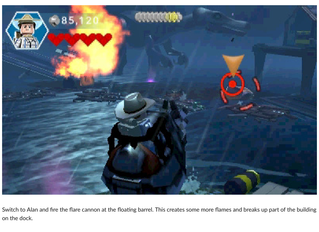
Assemble the bricks into a flare cannon and climb onto it to take control.

An orange arrow indicates a barrel, which is your target. Aim and fire a flare at the barrel to make it explode. The flames keep Spinosaurus away from Paul for a moment.

Take control of Paul. Jump from one piece of floating wreckage to another to get to the dock on the right. However, you are not safe yet.



Climb the ladder and move around the walkway to the right. Use Paul's grappling hook to pull on the orange attachment and release some more barrels into the water.



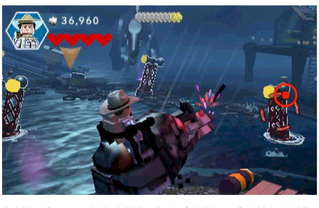
Switch to Alan and fire the flare cannon at the floating barrel. This creates some more flames and breaks up part of the building on the dock.

As Paul, assemble the pieces from the building into a bouncer. Use it to access a higher part of the building where a crane is located. Climb into the crane and move it to the left to grab a large explosive barrel, which is then maneuvered near the Spinosaurus.

Switch to Alan and fire a flare from the cannon at the hanging barrel. It explodes and completes the wall of flames to prevent the Spinosaurus from getting Paul or the other group members. This completes the level as well as the movie.

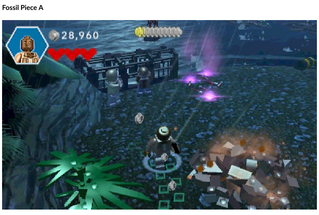
Challenges

Minikit



After building the flare cannon, use it to hit each of the four yellow buoys floating in the water. Once this is done, the Minikit appears in the water near Paul. Pick it up to add it to your collection.

Fossil Piece A



Destroy all the objects on the beach to find a small brick. Select a character with the tracking ability and follow the prints around the beach to get the fossil piece.

Fossil Piece B

When on the dock, switch to a female character with the Agility ability. Jump to the highest part of the building and destroy a crate. It releases a crab that crawls around and then goes off the edge into the sea, leaving behind a fossil.

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Walkthrough: Movie 4

Introduction

Hub Visit

Like the doorway to the Jurassic Park hub, the doorway to the Jurassic World hub is unlocked after you complete the game's very first level. Pass through this doorway to arrive at the first part of the hub.

To get started on the Jurassic World levels, head to the right and break some containers. Assemble the pieces into a level access terminal. Use it to begin playing this movie's first three levels.

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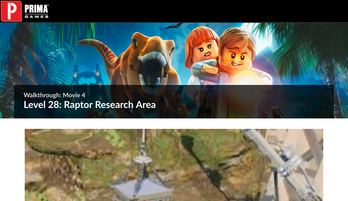
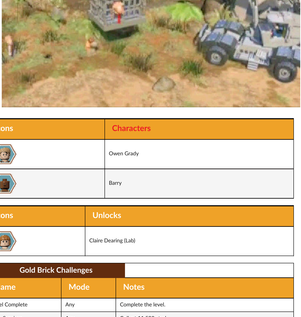


Level 28: Raptor Research Area

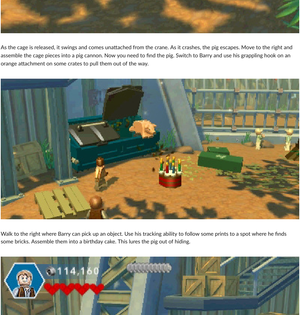


Icons	Characters
	Owen Grady
	Barry

Icons	Unlocks
	Claire Dearing (Lab)

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 11,500 studs.
Fossil Piece A	Free Play	Collect the first Dilophosaurus fossil piece.
Fossil Piece B	Free Play	Collect the second Dilophosaurus fossil piece.
Red Brick	Free Play	Collect the Red Brick.

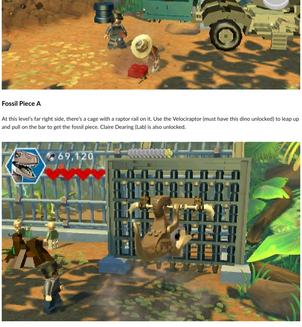
Get the Pig



It's feeding time at the raptor research area. However, the cage with the pig inside is stuck in some vines. As Owen Grady, break some nearby rocks and assemble the pieces into parts of a wall climb. Climb the cliff wall and get to the top. Use Owen's knife to cut the vine and release the cage.

As the cage is released, it swings and comes unattached from the crane. As it crashes, the pig escapes. Move to the right and assemble the cage pieces into a pig cannon. Now you need to find the pig. Switch to Barry and use his grappling hook on an orange attachment on some crates to pull them out of the way.

Walk to the right where Barry can pick up an object. Use his tracking ability to follow some prints to a spot where he finds some bricks. Assemble them into a birthday cake. This lures the pig out of hiding.



Hop onto the pig's back and ride it to the left and into the pig cannon's barrel.

Finally, use Barry's grappling hook to pull the orange attachment on the pig cannon. This raises the barrel, rotates the cannon, and fires the pig into the raptor enclosure.

Challenges

Red Brick

Near the level's start, find a dumpster. Select a character with bolt cutters to cut the lock and reveal a shovel. Switch to a character with the tracking ability and follow some prints to a dig spot. Now use a character with the dig ability to find this Red Brick, which provides the Confetti Effects.

Fossil Piece A

At this level's far right side, there's a cage with a raptor rail on it. Use the Velociraptor (must have this dino unlocked) to leap up and pull on the bar to get the fossil piece. Claire Dearing (Lab) is also unlocked.

Fossil Piece B

Locate a large dig spot near the area where you build the birthday cake. Select a character capable of digging to find the fossil piece.

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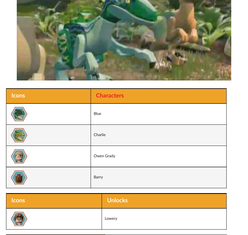
Level 29: Raptor Pig Hunt



Icons	Characters
	Blue
	Charlie
	Owen Grady
	Barry

Icons	Unlocks
	Lowery

Gold Brick Challenges		
Name	Mode	Notes
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 41,000 studs.
Fossil Piece A	Freeplay	Collect the third Dilophosaurus fossil piece.
Fossil Piece B	Freeplay	Collect the fourth Dilophosaurus fossil piece.
Minikit	Any	Collect the Minikit.

Hunt for the Pig

The pig was launched into the raptor enclosure. Now, you control the raptors and must hunt for the pig. Head to the right and break up a pile of tires. Since raptors are intelligent, they can assemble pieces. Build a bouncy platform and use it to reach the top of the cages. Continue to the right and drop into a clearing.

Follow the pig to the right and break up some bricks on the ground by the ledge. Assemble them into a raptor rail. Hold down the Attack button to aim at the rail, then release to grab the rail and use it to get onto the ledge's top.

Climb a net ramp, jump over water onto a small island, then across to a pathway. Continue to the right and find an incomplete control panel. Destroy a nearby tree and assemble the pieces into a raptor rail on the panel. Grab the rail and pull to break the controls and reveal another raptor rail. Use it to get to the top of another ledge.

To get through the next area, use both of your raptors. Move one of them into an open cage. Tag to the other and pull on the switch next to the cage. When the door to the cage closes, another door opens inside. Tag to the raptor in the cage and move to the right. Pull on another switch to open another door so both raptors can enter the cage.

Then stand on the orange floor switches to the right to open the final door. Exit the cage. Next, you come across a scent trail. Use the Action button on the scent cloud and follow it to two other scent clouds until the pig is found.

The pig escapes again, but it leaves behind a pile of bricks. Assemble them into a pull switch and move a raptor onto the elevator platform. Switch to the other raptor and pull on the switch to raise the first raptor up.

Select the raptor on top, and pull on the switch next to some explosives. This blows up a tree. Switch to the raptor below and break the tree pieces. Assemble them into a raptor rail and use it.

The pig can through a small door in a large metal gate. There are two pull switches—one on each side of the gate. Have your raptors pull on these switches to open the gate. Then follow a scent trail to find the pig.

Help the Pig Escape

Owen and Barry arrive on the scene. Use Owen to rummage through a large dino-dropping pile to find some pieces. Assemble them into a dino target. Switch to Barry and use his electric rifle to charge the generator with the blue target.

The generator powers up a large mobile. As it turns, a raptor snaps at a key and it falls to the ground. Grab it and put it into a lock next to the gate. Turn the key to open the gate and release the pig, completing the level.

Challenges

minikit

Before using the tire bouncy, move to the cage's right side and break up some plants. Enter the cage and follow it around to get the Minikit. This also unlocks Lowery.

Fossil Piece A

At the level's final area, look for a grow spot on the left side. Select a character with this ability and water the spot to grow a bouncy mushroom. Jump on the mushroom to bounce high into the air to get this fossil piece.

Fossil Piece B

There is a dig spot in the level's final area. Use a character with this ability to dig up a fossil piece.

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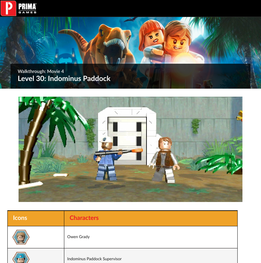
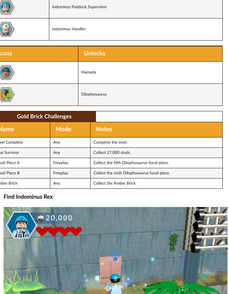


Level 30: Indominus Paddock



Icons	Characters
	Owen Grady
	Indominus Paddock Supervisor
	Indominus Handler

Icons	Unlocks
	Hamada
	Dilophosaurus

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 27,000 studs.
Fossil Piece A	Freeplay	Collect the fifth Dilophosaurus fossil piece.
Fossil Piece B	Freeplay	Collect the sixth Dilophosaurus fossil piece.
Amber Brick	Any	Collect the Amber Brick.

Find Indominus Rex

Indominus Rex is missing. Owen is sent to find it. Select the Indominus Paddock Supervisor and move to the right toward the glowing blue dots. Use the supervisor's scanner to find an access panel. When using the panel, press the sprint flat anyone in the correct order and a ladder to a catwalk lowers.

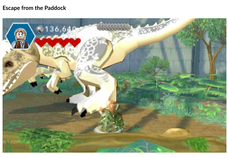
Climb the ladder and move to the right before dropping back down to the ground. Switch to Owen and rummage a pile of dino droppings to find some pieces to a wall climb. Climb the wall and then across to get to the large tag's other side.

Use Owen's knife to cut some vines and release the log for the other character. Move to the right and walk past a small pool and onto a flat area, which breaks as it's stepped on.

The pit dug by Indominus is too deep. Select the Paddock Supervisor and fix the pump next to the pool. Once it's fixed, the pump fills the pit with water and floats a log to the top. Walk across the log to get to the pit's other side.

After seeing some giant claw marks, switch to the Indominus Handler and move to the right. Use his stun rod to charge a generator, which opens a door to exit the paddock. However, an area do this, Indominus appears and grabs the handler.

Escape from the Paddock



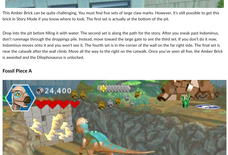
Switch to Owen, use his camouflage ability to sneak past Indominus, and continue to the right. At the pile of dino droppings, cut the vines away and rummage it for bricks. Assemble them into a toy. This lures the dino to the area near the large gate.

Switch to the Paddock Supervisor and move to the right now that Indominus is out of the way. Near the far wall, use the scanner to rotate a series of panels and create a wall climb.

Take control of Owen and climb the wall to a catwalk. Cut a rope to the right, and then assemble some pieces into a large treat for Indominus. While it's distracted, move to the large gate. Use the Paddock Supervisor for the access panel, and correctly input the code to exit the paddock and complete the level.

Challenges

Amber Brick



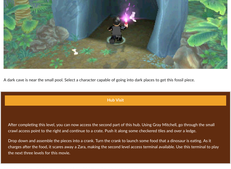
This Amber Brick can be quite challenging. You must find five sets of large claw marks. However, it's still possible to get this brick in Story Mode if you know where to look. The first set is actually at the bottom of the pit.

Drop into the pit before filling it with water. The second set is along the path for the story. After you sneak past Indominus, don't rummage through the dropping pile. Instead, move toward the large gate to see the third set. If you don't do it now, Indominus moves onto it and you won't see it. The fourth set is in the corner of the wall on the far right side. The final set is near the catwalk after the wall climb. More all the way to the right on the catwalk. Once you've seen all five, the Amber Brick is awarded and the Dilophosaurus is unlocked.

Fossil Piece A

Near the level's beginning, find a deep trench with a cracked rock at the end. Select a dinosaur that can break these rocks and get the fossil piece. This also unlocks Hamada.

Fossil Piece B



A dark cave is near the small pool. Select a character capable of going into dark places to get this fossil piece.

HUB 3

After completing this level, you can now access the second part of this hub. Using Gray Mitchell, go through the small road across point to the right and continue to a crate. Push it along some checkered tiles and over a ledge.

Drop down and assemble the pieces into a crank. Turn the crank to launch some food that a dinosaur is eating. As it plunges after the food, it scares away a Zara, making the second level access terminal available. Use this terminal to play the next three levels for this movie.

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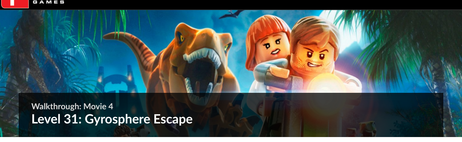

Walkthrough: Movie 4

Level 31: Gyrosphere Escape

Icons	Characters
	Gray Mitchell

Icons	Unlocks
	Jimmy Fallon
	Apatosaurus

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 23,000 studs.
Fossil Piece A	Any	Collect the first Apatosaurus fossil piece.
Fossil Piece B	Any	Collect the second Apatosaurus fossil piece.
Amber Brick	Any	Collect the Amber Brick.

Escape from Indominus Rex

This chase level involves riding in a gyrosphere while being pursued by a giant dinosaur!

The main challenge is to collect enough studs to complete True Survivor. If you're not using any Red Bricks to help with stud collection or multiplication, you really need to focus on hitting those chains of studs and be sure to get the blue stud at the end. Collecting enough studs to be a True Survivor unlocks Jimmy Fallon.

Challenges

Amber Brick

To get the Amber Brick, run into and smash three sign posts. As soon as you go under the concrete monorail track, steer to just a little right of center to hit the first sign post. The second is in the same position, just after the second monorail track. The last sign post is after the screen changes to a side view. Follow the trails of studs and you should hit it. The Amber Brick unlocks the Apatosaurus.

Fossil Piece A

This is a tough fossil to acquire. After passing the first sign post, and as the screen changes to a side view, move toward the top of the screen and be ready to jump as soon as you see a bush with a fossil piece floating over it.

Fossil Piece B

After the third sign post, the screen changes to a partial rear view. Keep following the trails of studs. For this object, you can actually see the fossil ahead and have a bit of time to maneuver to get it.

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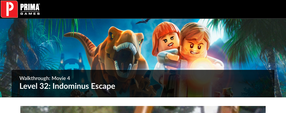
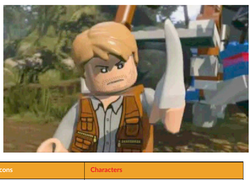


Walkthrough: Movie 4

Level 32: Indominus Escape

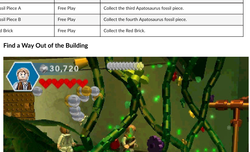


Icons	Characters
	Claire Dearing
	Owen Grady

Icons	Unlocks
	Pilot Pet

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 21,000 studs.
Fossil Piece A	Free Play	Collect the third Apatosaurus fossil piece.
Fossil Piece B	Free Play	Collect the fourth Apatosaurus fossil piece.
Red Brick	Free Play	Collect the Red Brick.

Find a Way Out of the Building



Indominus Rex escaped its paddock and is terrorizing the place. Owen and Claire have taken shelter in a building. However, it won't last long with Indominus trying to break in. They must find a way out. Start by moving to the right. When you come across some vines, use Owen's knife to cut through them.

Switch to Claire and use her Agility ability to reach a series of bars on some scaffolding to access a walkway that leads to safety. However, Indominus breaks the scaffolding. You must find another way up to the walkway. Assemble the pieces from the scaffolding into a giant chainsaw. Use Claire's Agility ability to reach the bar on the saw. The saw cuts through a log to clear a path.

Use Owen's knife to cut some vines in the next area. This releases some bricks. Assemble them into a balance beam to walk over the next obstacles. Continue to the left and have Owen rummage through a large pile of dino droppings to find some pieces. Assemble them into a wall jump.

As Claire, use the wall jump to get to the top of another scaffold. Move to a crank and wait for Owen to climb onto a lift. Turn the crank to raise the lift and bring Owen to the walkway. Switch to Owen and use the wall climb to reach the walkway on the left.

Push a crate along some checkered tiles and off the walkway. Switch to Claire and assemble the pieces of the smashed crate into a ladder. Climb the ladder and slide under a pink and blue fence gap to get to the other side. Jump up and pull down on a handle to lift a gate blocking the walkway.

As you are trying to advance, Indominus sticks his head through a hole in the wall and blocks your path. Take control of Owen and hold down the Action button to put on his disguise. Now sneak past Indominus to get to the other side. Remove the disguise and break up a container into pieces.

Assemble the pieces into a giant container of bug spray. Then jump up and down on the pump next to the gate several times to spray Indominus in the face and get him to leave.

Take control of Claire, move to the right, and vault over a high fence. Break a crate and build the bricks into a jack to open the gate for Owen. Use Owen's knife to cut through some vines and knock over a pillar. Move to the far walkway and exit the building to complete the level.

Challenges

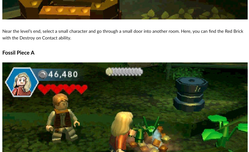
Red Brick

Near the level's end, select a small character and go through a small door into another room. Here, you can find the Red Brick with the Destroy on Contact ability.

Fossil Piece A

There are three grow spots in this level. The first is in the same area as the chainsaw, and the others are along the way to the dino droppings. Use a character with the grow ability to grow flowers in this area. After growing three, the fossil piece is released.

Fossil Piece B



Near the level's start, you walk past a closed door. Select a character with a crowbar and pry it open to get this fossil piece. This also unlocks Pilot Pet.

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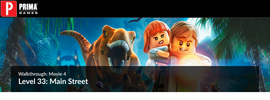
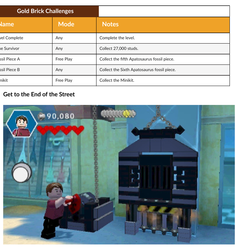


Walkthrough: Movie 4

Level 33: Main Street

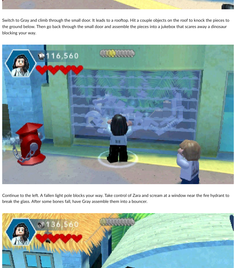
Icons	Characters
	Zara
	Gray Mitchell (Survivor)
	Zach Mitchell (Survivor)

Icons	Unlocks
	Vivian
	Jurassic World Veterinarian



Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 27,000 studs.
Fossil Piece A	Free Play	Collect the fifth Apatosaurus fossil piece.
Fossil Piece B	Any	Collect the Sixth Apatosaurus fossil piece.
Minikit	Free Play	Collect the Minikit.

Get to the End of the Street

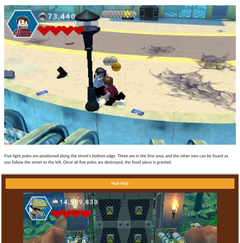


Dinosaurs have been released and are terrorizing the people visiting Jurassic World. You must reach the far end of the street. Head to the left and break an umbrella in front of the music store. Grab the crank that appears and carry it to a winch to the right. Put it in the winch and turn it to reveal a small door.

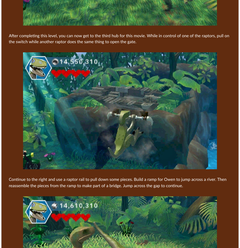
Switch to Gray and climb through the small door. It leads to a rooftop. Hit a couple objects on the roof to knock the pieces to the ground below. Then go back through the small door and assemble the pieces into a jukebox that scares away a dinosaur blocking your way.

Continue to the left. A fallen light pole blocks your way. Take control of Zara and scream at a window near the fire hydrant to break the glass. After some bones fall, have Gray assemble them into a bouncer.

As Zara, jump onto the bouncer and reach the ivy's poles. Swing around three of them to get over the light pole. When you land, break some blue barriers and assemble the pieces into a balance beam for the other character.



Switch to Gray and take a picture to scare away a dinosaur. Move to the left and use the ride-on car. Select Zara and vault over a fence. Then push the crate along the checkered tiles so Zach can arrive and fix the generator and start it up. This sends extra power to the car, forcing it to drive off its base and clear a path.



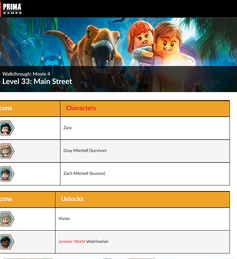
A fire blocks your final escape from the dinosaur attacks along the street. Time to put out that fire! Move to the fountain and turn the red wheel. This causes the fountain to burst at the top. Assemble the pieces in the fountain into a lever and push the green side around. The fountain puts out the fire. You can now reach safety and complete the level.

Challenges

Minikit

Near the level's end, look for a rope next to the buildings. Use a character to cut the rope and the Minikit drops to the street. The Jurassic World Veterinarian is also unlocked.

Fossil Piece A



Use a character capable of screaming to break a window to the right of the window containing the bouncy pieces. Inside, water a plant with a character who has the grow ability. After a flower grows, jump onto the flower to get the fossil. Vivian is also unlocked.

Fossil Piece B

Five light poles are positioned along the street's bottom edge. These are in the first area, and the other two can be found as you follow the street to the left. Once all five poles are destroyed, the fossil piece is granted.

Park Visit

After completing this level, you can now get to the third hub for this movie. While in control of one of the raptors, pull on the switch while another raptor does the same thing to open the gate.

Continue to the right and use a raptor call to pull down some pieces. Build a ramp for Owen to jump across a river. Then reassemble the pieces from the ramp to make part of a bridge. Jump across the gap to continue.

In the clearing to the right, follow a raptor scent trail to find bricks for a level access terminal. Assemble them and you can play the next three levels for this movie.

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Walkthrough: Movie 4

Level 34: The Alpha

Icons	Characters
	Owen Grady
	Barry

Icons	Unlocks
	Jurassic World Ranger
	Henry Wu (Jurassic World)

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 23,000 studs.
Fossil Piece A	Any	Collect the first Indominus Rex fossil piece.
Fossil Piece B	Free Play	Collect the second Indominus Rex fossil piece.
Red Brick	Free Play	Collect the Red Brick.

Rescue the Workers

Owen planned on using the raptors against Indominus. However, it is the Alpha and now the raptors are attacking the Jurassic World workers. Move to the left and have Owen rummage through a large pile of dino droppings. Assemble the bricks he finds into a bouncy and use it to get onto the top of the vehicle.

Unlock a Character

Be sure to collect enough studs to complete the True Survivor challenge. Not only will you earn a Gold Brick, but you will also unlock the Jurassic World Ranger.

Take control of Barry and use his grappling hook to grab onto a tree and pull it down to make a balance beam. Switch to Owen and cross the beam to reach a small platform on a tree. Jump to the right and grab onto a vine. Swing across to the right to another small platform. Cut the vines with his knife to free a worker and an ATV caught in a tree.

Drop down and assemble the bricks from the ATV into a rocket. Jump onto the pump to launch the rocket and scare away one of the raptors that has a worker pinned.

Continue to the right and rescue a worker caught under a fallen tree by pulling them out. Jump on the tree trunk to get to a higher area and rummage through the droppings pile there to find pieces of a ladder. Assemble the ladder and climb it to continue.

Switch to Barry and use his grappling hook to pull on an orange attachment. This creates an opening in a large log. However, a raptor is standing on the log blocking your way. Take control of Owen and hold down the Action button to activate his camouflage ability. Now sneak under the raptor to the other side.

Once past the raptor, remove the camouflage and continue to the right to find a vine. Jump up and pull the vine to release a log, which will knock the raptor out of the way. As Barry, move through the log and use the grappling hook to pull on some crates. When they fall and break, assemble the bricks into a bouncy. Use it to get to the top of a ledge.

Head up the hill to a camp where Indominus has a worker in trouble and a raptor is patrolling. As Owen, activate his camouflage ability and sneak to the right. Near a vehicle, break up an object and then reassemble it into a generator.

Switch to Barry and use his electric rifle to shoot the blue target on the generator and charge it. This starts the vehicle and scares away the raptor.

After the vehicle crashes, move to the center of the clearing and assemble the pile of bricks into a giant pepper shaker. As Barry, pick up a small object on the ground and follow the tracks to find some more pieces. Build them onto the wooden beam.

Use Barry's grappling hook to pull on the orange structure on the wooden beam and fling the pepper shaker at Indominus. The pepper causes it to sneeze out the worker and the level is complete.

Challenges

Red Brick

After pulling the worker from under the fallen tree, move to the right to find a small cave. Select a character that can go into dark places and enter to find a Red Brick which grants a x4 Stud Multiplier.

Fossil Piece A

After pulling on the vine to knock the raptor off of a log, use Owen to rummage through a large pile of dino droppings to find this fossil piece.

Fossil Piece B

At the start, move to the left of the vehicle to find a grow spot. Use a character with the grow ability to water the plant. It grows a flower on a tall stalk. Climb the stalk to reach the fossil piece and unlock Henry Wu (Jurassic World).

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Walkthrough: Movie 4

Level 35: Raptor Pursuit

Icons	Characters
	Owen Grady

Icons	Unlocks
	ACU Trooper Male

Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 12,000 studs.
Fossil Piece A	Any	Collect the third Indominus Rex fossil piece.
Fossil Piece B	Any	Collect the fourth Indominus Rex fossil piece.
Minikit	Any	Collect the Minikit.

Help Claire and the Kids Escape from the Raptors

This is a chase level that combines driving and shooting. While Owen is the driver, Barry does the shooting. The level is divided into three parts. In the first part, you follow Claire's truck. A raptor is on top. Shoot at the raptor to reduce its health until it falls off. The raptor also throws objects at you, so you must shoot the objects as well as the raptor.

During the second part of the level, the screen shows a side view. This time, the raptors are chasing the truck. Shoot at the raptors. After hitting them a few times, they start chasing you. Keep shooting because you lose studs if they attack your vehicle. The raptors alternate between the truck and you, so just keep shooting until its health is depleted.

For the final part, you're in front of Claire's truck, shooting at a raptor. As before, keep shooting until its health is gone. If you have not completed the True Survivor challenge yet, focus on collecting as many studs as possible and take an occasional shot at the raptor. The reward is unlocking the ACU Trooper Male.

Challenges

Minikit

The Minikit can be found in either the second or third part of the level. In the second part, just drive in the middle to get it. If you miss it, keep driving in the second part until it comes around again. On the other hand, if you get to the third part of the level and still haven't collected it, the Minikit appears on the right side of the screen.

Fossil Piece A

While in the first part of the level, when you are chasing Claire's truck, watch for a ramp on the left side of the road. Drive up the ramp to get the fossil piece at the top.

Fossil Piece B

This fossil piece can be found in the second part. Drive in the middle while shooting at the raptor and you will eventually run into it.

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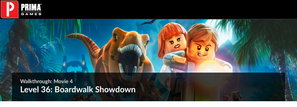


Walkthrough: Movie 4

Level 36: Boardwalk Showdown

Icons	Characters
	Claire Dearing (Survivor)
	Owen Grady (Survivor)
	Zach Mitchell (Survivor)
	Gray Mitchell (Survivor)
	Charlie
	Delta

Icons	Unlocks
	Indominus Rex
	Colin Trevorrow
	DJ Master Frank

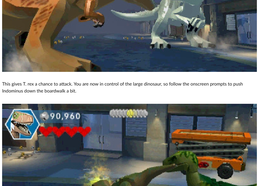
Gold Brick Challenges		
Name	**Mode**	**Notes**
Level Complete	Any	Complete the level.
True Survivor	Any	Collect 14,000 studs.
Fossil Piece A	Any	Collect the fifth Indominus Rex fossil piece.
Fossil Piece B	Free Play	Collect the sixth Indominus Rex fossil piece.
Amber Brick	Any	Collect the Amber Brick.

Help the T. Rex Defeat Indominus Rex

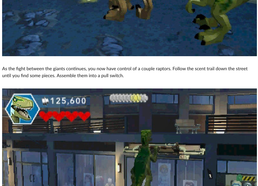
The T. rex emerges onto the boardwalk to fight Indominus. However, Indominus appears like it will defeat the T. rex... and then there will be no stopping it! You need to give the T. rex some help. Start by having Owen rummage through the nearby dino droppings to find a crank.

Pick up the crank and take it to the left. Lower a platform by inserting the crank and turning it. Use Claire's high-jump ability to reach the platform. From there, jump to a balcony where she can use the access panel. Press the spots in the same order they appear to deploy a bar for the other characters.

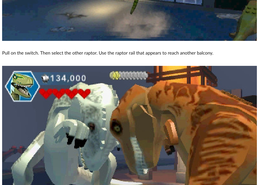
Switch to Owen and jump on the bar and then onto the balcony. Crawl up the wall climb to reach a higher balcony. Now use Owen's knife to cut a rope and drop a large sign on the head of Indominus.



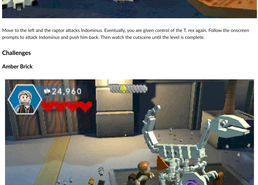
This gives T. rex a chance to attack. You are now in control of the large dinosaur, so follow the onscreen prompts to push Indominus down the boardwalk a bit.



As the fight between the giants continues, you now have control of a couple raptors. Follow the scent trail down the street until you find some pieces. Assemble them into a pull switch.



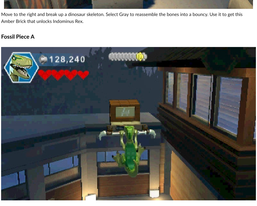
Pull on the switch. Then select the other raptor. Use the raptor rail that appears to reach another balcony.



Move to the left and the raptor attacks Indominus. Eventually, you are given control of the T. rex again. Follow the onscreen prompts to attack Indominus and push him back. Then watch the cutscene until the level is complete.

Challenges

Amber Brick



Move to the right and break up a dinosaur skeleton. Select Gray to reassemble the bones into a bouncy. Use it to get this Amber Brick that unlocks Indominus Rex.

Fossil Piece A

Once you reach the balcony as the raptor, locate another raptor rail to the right and use it to make a crate fall. When it breaks, get the fossil piece inside.

Fossil Piece B

There is a locked door on the balcony between the access panel and the wall climb. Select a character with a crowbar and pry open the door. Enter the room and break the file cabinet along the back wall to get this fossil piece.

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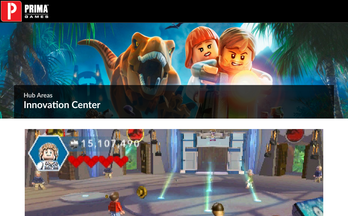
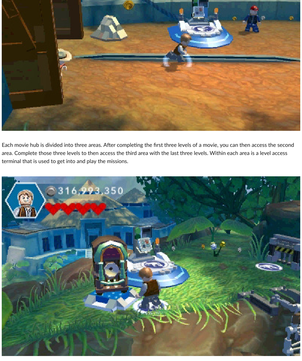


Hub Areas

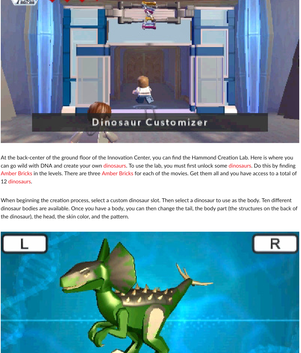
Innovation Center

When beginning the game, you are taken into the first Jurassic Park level. Once you complete it, you are taken to the Innovation Center. This serves as the main hub area for the game and there are several things you can do here. In addition, the Innovation Center connects to all of the other hub areas. There are two floors in this area with staircases on the left and right.

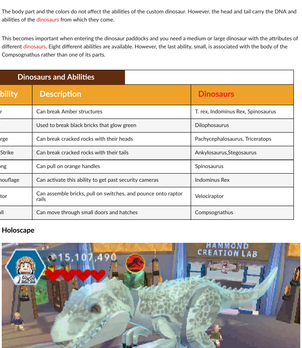
Movie Hubs



The ground floor of the Innovation Center has gates that allow access to each of the four movie hubs. At the start, the gates to Jurassic Park and Jurassic World are unlocked. You can enter those hubs and begin playing the nine levels for each of those movies. In order to unlock the gates to The Lost World: Jurassic Park and Jurassic Park III hubs, you need to earn some Gold Bricks. Each time you play a level, you can earn Gold Bricks. You get one for completing the level, one for earning the True Survivor award, one for each of the two fossil pieces, and one for the Red Brick, Amber Brick, or Minikit. Therefore, you can earn up to five Gold Bricks per level.

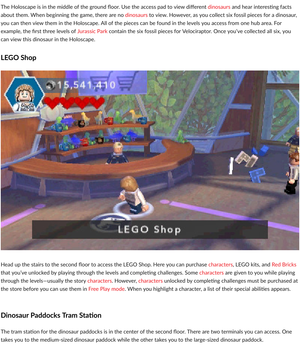


Each movie hub is divided into three areas. After completing the first three levels of a movie, you can then access the second area. Complete those three levels to then access the third area with the last three levels. Within each area is a level access terminal that is used to get into and play the missions.



Collecting Minikits during the levels only unlocks them. You must go to the store and then purchase the Minikits using studs. Once you've purchased a kit, you can then place your kits onto pedestals in the movie hub areas. This allows you to decorate your hubs with the collectibles you've found.

Hammond Creation Lab



At the back center of the ground floor of the Innovation Center, you can find the Hammond Creation Lab. Here is where you can go wild with DNA and create your own dinosaurs. To use the lab, you must first unlock some dinosaurs. Do this by finding Amber Bricks in the levels. There are three Amber Bricks for each of the movies. Get them all and you have access to a total of 12 dinosaurs.

When beginning the creation process, select a custom dinosaur slot. Then select a dinosaur to use as the body. Ten different dinosaur bodies are available. Once you have a body, you can then change the tail, the body part (the structures on the back of the dinosaur), the head, the skin color, and the pattern.

The body part and the colors do not affect the abilities of the custom dinosaur. However, the head and tail carry the DNA and abilities of the dinosaurs from which they come.

This becomes important when entering the dinosaur paddocks and you need a medium or large dinosaur with the attributes of different dinosaurs. Eight different abilities are available. However, the last ability, small, is associated with the body of the Compsognathus rather than one of its parts.

Dinosaurs and Abilities		
Ability	**Description**	**Dinosaurs**
Roar	Can break Amber structures	T. rex, Indominus Rex, Spinosaurus
Spit	Used to break black bricks that glow green	Dilophosaurus
Charge	Can break cracked rocks with their heads	Pachycephalosaurus, Triceratops
Tail Strike	Can break cracked rocks with their tails	Ankylosaurus,Stegosaurus
Strong	Can pull on orange handles	Spinosaurus
Camouflage	Can activate this ability to get past security cameras	Indominus Rex
Raptor	Can assemble bricks, pull on switches, and pounce onto raptor rails	Velociraptor
Small	Can move through small doors and hatches	Compsognathus

Holoscape

The Holoscape is in the middle of the ground floor. Use the access pad to view different dinosaurs and hear interesting facts about them. When beginning the game, there are no dinosaurs to view. However, as you collect six fossil pieces for a dinosaur, you can then view them in the Holoscape. All of the pieces can be found in the levels you access from one hub area. For example, the first three levels of Jurassic Park contain the six fossil pieces for Velociraptor. Once you've collected all six, you can view this dinosaur in the Holoscape.

LEGO Shop

Head up the stairs to the second floor to access the LEGO Shop. Here you can purchase characters, LEGO kits, and Red Bricks that you've unlocked by playing through the levels and completing challenges. Some characters are given to you while playing through the levels—usually the story characters. However, characters unlocked by completing challenges must be purchased at the store before you can use them in Free Play mode. When you highlight a character, a list of their special abilities appears.

Dinosaur Paddocks Tram Station

The tram station for the dinosaur paddocks is in the center of the second floor. There are two terminals you can access. One takes you to the medium-sized dinosaur paddock while the other takes you to the large-sized dinosaur paddock.

Each paddock is a hub area in which you can complete a variety of challenges to unlock characters and Minikits. You need Gold Bricks to use these terminals, and until you unlock some dinosaurs by collecting Amber Bricks, there's not much you can do at the paddocks. So get some levels under your belt and find those Amber Bricks before venturing into the paddocks.

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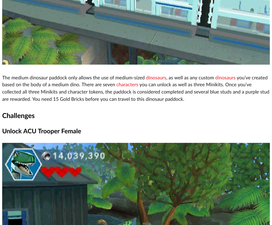
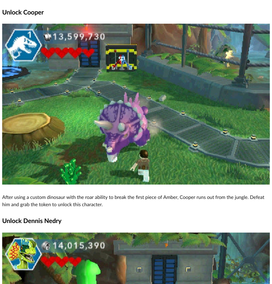
Medium Dinosaur Paddock



The medium dinosaur paddock only allows the use of medium-sized dinosaurs, as well as any custom dinosaurs you've created based on the body of a medium dino. There are seven characters you can unlock as well as three Minikits. Once you've collected all three Minikits and character tokens, the paddock is considered completed and several blue studs and a purple stud are rewarded. You need 15 Gold Bricks before you can travel to this dinosaur paddock.

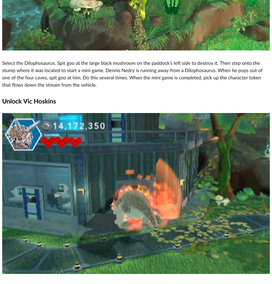
Challenges

Unlock ACU Trooper Female



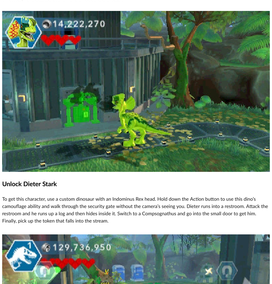
Choose a raptor and move all the way to the paddock's right side. There is a raptor rail with a Pteranodon sitting on it. Pounce to the rail to scare the flying dinosaur away. It picks up the ACU Trooper Female and carries her away, dropping a character token for you to pick up to unlock her.

Unlock Cooper



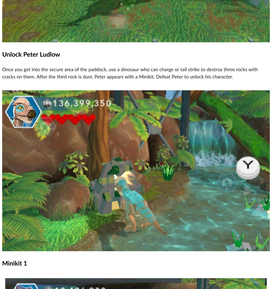
After using a custom dinosaur with the roar ability to break the first piece of Amber, Cooper runs out from the jungle. Defeat him and grab the token to unlock this character.

Unlock Dennis Nedry



Select the Dilophosaurus. Spit goo at the large black mushroom on the paddock's left side to destroy it. Then step onto the stump where it was located to start a mini game. Dennis Nedry is running away from a Dilophosaurus. When he pops out of one of the four caves, spit goo at him. Do this several times. When the mini game is completed, pick up the character token that flows down the stream from the vehicle.

Unlock Vic Hoskins



Break a cracked block on the lab at the paddock's right side with a charge or tail strike. Vic runs out of the lab and next to a raptor rail. Switch to a raptor and then pounce onto the rail to knock Vic to the ground. Attack him and then unlock his character.

Unlock Ray Arnold

After breaking the cracked block on the lab, switch to the Dilophosaurus and spit goo at the black block. After doing this a few times, Ray runs out. Defeat him and unlock the character.

Unlock Dieter Stark

To get this character, use a custom dinosaur with an Indominus Rex head. Hold down the Action button to use this dino's camouflage ability and walk through the security gate without the camera's seeing you. Dieter runs into a restroom. Attack the restroom and he runs up a log and then hides inside it. Switch to a Gampsognathus and go into the small door to get him. Finally, pick up the token that falls into the stream.

Unlock Peter Ludlow

Once you get into the secure area of the paddock, use a dinosaur who can charge or tail strike to destroy three rocks with cracks on them. After the third rock is dust, Peter appears with a Minikit. Defeat Peter to unlock his character.

Minikit 1

At the start, use a dinosaur that can charge or strike with its tail to hit the cracked console to the right. A tram arrives with InGen hunters. Defeat nine of these hunters and the Minikit appears.

Minikit 2

Three large lumps of Amber are around the paddock. You will need a dinosaur with the roar ability. Since none of the medium dinos have this, you will need to create a custom dinosaur in the lab with the head of a T. rex. Then find each Amber and hold down the Attack button to roar and shatter them. The Minikit appears when the third Amber is shattered.

Minikit 3

Destroy the three cracked rocks in the secure area of the paddock.

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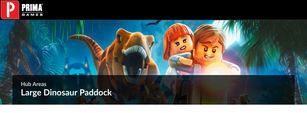


Hub Areas

Large Dinosaur Paddock

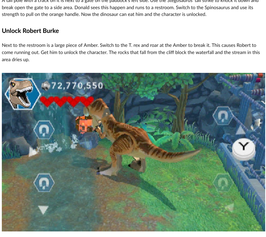
The large dinosaur paddock only allows the use of large-sized dinosaurs, as well as any custom dinosaurs you've created based on the body of a large dino. There are eight characters to unlock and three Minikits. Once you've collected all of the collectibles, the paddock is considered completed and several blue studs are awarded. You need 30 Gold Bricks before you can travel to this dinosaur paddock.

Challenges

Unlock Donald Gennaro

A tall pole with a crack on it is next to a gate on the paddock's left side. Use the Stegosaurus' tail strike to knock it down and break open the gate to a side area. Donald sees this happen and runs to a restroom. Switch to the Spinosaurus and use its strength to pull on the orange handle. Now the dinosaur can eat him and the character is unlocked.

Unlock Robert Burke



Next to the restroom is a large piece of Amber. Switch to the T. rex and roar at the Amber to break it. This causes Robert to come running out. Get him to unlock the character. The rocks that fall from the cliff block the waterfall and the stream in this area dries up.

Unlock Carter

After the stream dries up, a dino stomp location is revealed. Switch to the Apatosaurus and stomp on it to break it. Carter appears in the process. Defeat him to unlock the character.

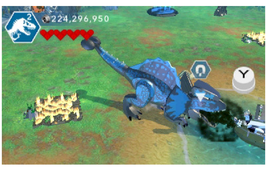
Unlock Juanito Rostagno

Another piece of Amber is in a cliff-side near the fence on the left. Use a T. rex roar to destroy it. When this happens, Juanito runs out. Get him to unlock the character.

Unlock Jurassic World Worker

A secure area of the paddock is on the right side. Switch to Indominus Rex and use his camouflage ability to sneak past the security cameras. As you do, the worker runs away and hides under a truck. Destroy the truck to get him.

Unlock Enrique Cardosa



At the lab, make a custom large dinosaur with the head of a Dilophosaurus so that it can spit. A boat is near the bottom of the paddock. Spit goo at the black part of the boat until it sinks. When Enrique swims ashore, eat him to unlock his character.

Unlock Nash

A wrecked airplane is stuck in a tree. Select Spinosaurus and use its strength to pull on the orange handle to get it out of the tree. Now switch to the custom dinosaur that can spit and spit goo on the airplane's black front to break it up. When Nash comes crawling out, get him to unlock the character.

Unlock Simon Masrani

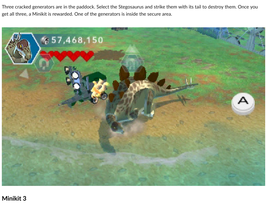
Inside the secure area, look for a crashed helicopter. You need to spit goo at it first; then switch to Spinosaurus to pull on the orange handle to bring it to the ground. This is your chance to get Simon as he climbs out of the wreckage.

Minikit 1

Several dino stomp areas are throughout this paddock. They look likes squares in the ground with cracks. Use the Apatosaurus to stomp on them and break them up. There are a total of four; however, one is in the secure area. Stomp on all four to get this Minikit.

Minikit 2

Three cracked generators are in the paddock. Select the Stegosaurus and strike them with its tail to destroy them. Once you get all three, a Minikit is rewarded. One of the generators is inside the secure area.



Minikit 3

This Minikit is in the same wrecked plane as Nash. After spitting goo on it to get Nash out, keep breaking up the plane to find the Minikit.

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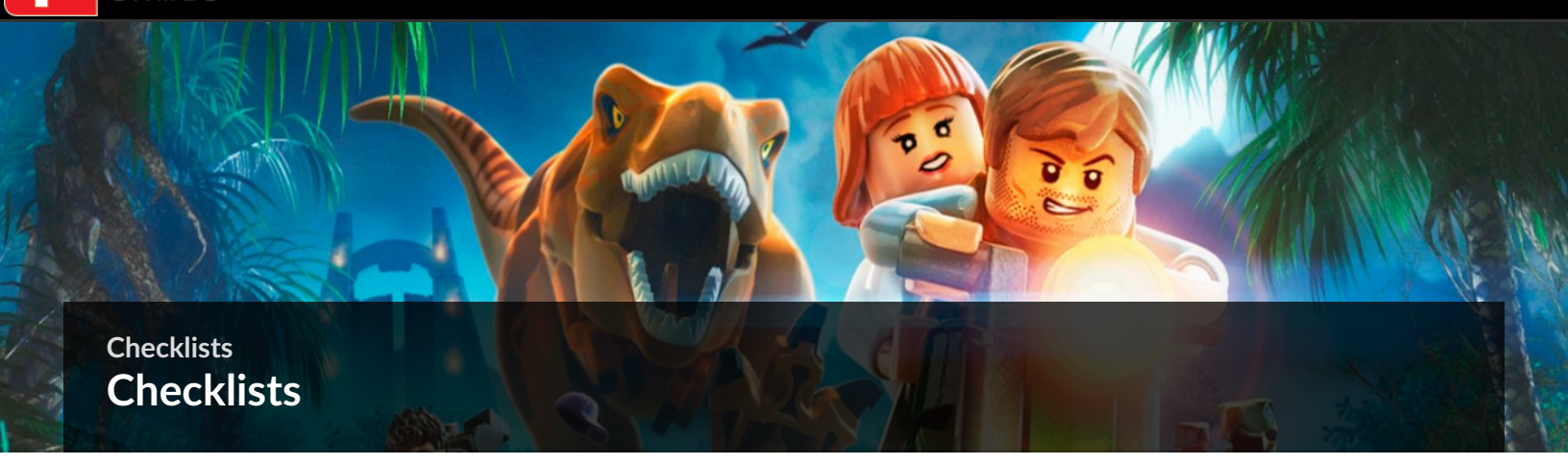

Checklists

Red Bricks

Type	Description	Level	Price
x4 Stud Multiplier	Multiplies collected studs by x4	The Alpha—Jurassic World	50000
x6 Stud Multiplier	Multiplies collected studs by x6	Compound—The Lost World	200000
x8 Stud Multiplier	Multiplies collected studs by x8	Spinosaurus Escape—Jurassic Park III	250000
x10 Stud Multiplier	Multiplies collected studs by x10	The Coast—Jurassic Park III	500000
Nedry Mode	Gives all characters Nedry-inspired flowery shirts.	Raptor Enclosure—Jurassic Park	500000
Malcolm Mode	Malcolm sound effects when attacking or getting hit.	T. rex Chase—Jurassic Park	250000
Destroy on Contact	Destroy the majority of props by making contact with them.	Indominus Escape—Jurassic World	100000
Stud Magnet	Attracts studs.	Finding Sarah—The Lost World	75000
Collectible Detector	Shows you where all collectibles can be found.	Eric's Hideout—Jurassic Park III	75000
Fast Build	Assemble bricks faster.	Raptor Pack—Jurassic Park	50000
Confetti Effects	Confetti effect triggered during attacks.	Raptor Research Area—Jurassic World	75000
Helium Voices	All voices become high pitched.	Radio Tower—The Lost World	50000

Amber Bricks

Dinosaur Unlocked	Level
Velociraptor	The Dig Site—Jurassic Park
Triceratops	Triceratops Recovery—Jurassic Park
T. rex	Main Hall—Jurassic Park
Stegosaurus	Camp Sabotage—Lost World
Compsognathus	The Long Grass—Lost World
Pachycephalosaurus	San Diego Docks—Lost World
Gallimimus	Spinosaurus vs. T. rex—Jurassic Park III
Ankylosaurus	Lab Interior—Jurassic Park III
Spinosaurus	Pteranodon Nests—Jurassic Park III
Dilophosaurus	Indominus Paddock—Jurassic World
Apatosaurus	Gyrosphere Escape—Jurassic World
Indominus Rex	Boardwalk Showdown—Jurassic World

Minikits

LEGO Kit	Level	Cost
Ankylosaurus Head	Raptor Transfer—Jurassic Park	100000
Brachiosaurus Foot	T-Rex Enclosure—Jurassic Park	50000
Camp Fire	Kitchen Escape—Jurassic Park	50000
Corythosaurus Head	Mobile Lab—Lost World	30000
Tire Stack	Attack on the Camp—Lost World	10000
Duck	San Diego Streets—Lost World	100000
Jukebox	The Crash Site—Jurassic Park III	50000
Mircoscope	Corridor Chase—Jurassic Park III	15000
Nest	Spinosaurus Showdown—Jurassic Park III	100000
Pterosaurs Head	Raptor Pig Hunt—Jurassic World	100000
Raptor Foot	Main Street—Jurassic World	50000
Rocket	Raptor Pursuit—Jurassic World	15000
Spinosaurus Claw	Medium Dinosaur Paddock	50000
Thumper	Medium Dinosaur Paddock	30000
T. rex Foot	Medium Dinosaur Paddock	50000
Triceratops head	Large Dinosaur Paddock	100000
John Hammond Statue	Large Dinosaur Paddock	30000
Café table	Large Dinosaur Paddock	10000

True Survivor Challenges

Level	Amount
Raptor Transfer	17000
The Dig Site	24000
Raptor Enclosure	18000
Triceratops Recovery	24000
T-Rex Enclosure	12000
T-Rex Chase	20000
The Raptor Pack	15500
Kitchen Escape	6000
Main Hall	14000
Finding Sarah	22000
Camp Sabotage	30000
Mobile Lab	8000
Attack on the Camp	12000
The Long Grass	40000
Compound	19000
Radio Tower	14500
San Diego Docks	31500
San Diego Streets	25000
Spinosaurus Escape	8000
Spinosaurus vs T-Rex	11000
The Crash Site	16800
Lab Interior	33500
Corridor Chase	8000
Eric's Hideout	16000
The Coast	21000
Pteranodon Nests	22500
Spinosaurus Showdown	13000
Raptor Research Area	11500
Raptor Pig Hunt	41000
Indominus Paddock	27000
Gyrosphere Escape	23000
Indominus Escape	21000
Main Street	27000
The Alpha	23000
Raptor Pursuit	12000
Boardwalk Showdown	14000

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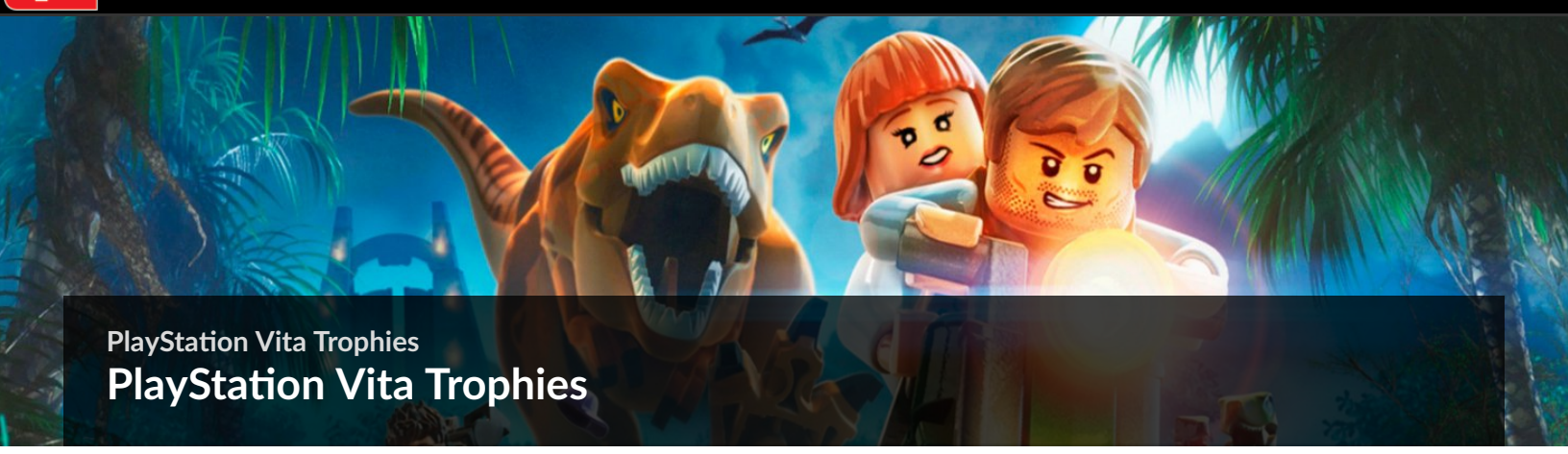

PlayStation Vita Trophies

PlayStation Vita Trophies

Name	Description	Trophy
Life, uh... finds a way	Complete all other trophies	Platinum
Welcome to Jurassic Park	Complete Chapter 1	Bronze
Objects In Mirror Are Closer Than They Appear	Complete Chapter 2	Bronze
I've Decided Not To Endorse Your Park	Complete Chapter 3	Bronze
...And an apple turnover!	Complete Chapter 4	Bronze
Don't Go Into The Long Grass!	Complete chapter 5	Bronze
Just Follow the Screams	Complete Chapter 6	Bronze
Nobody Move a Muscle	Complete Chapter 7	Bronze
Is This How You Make Dinosaurs?	Complete Chapter 8	Bronze
Let's Go Home	Complete Chapter 9	Bronze
The Park Is Open	Complete Chapter 10	Bronze
Are You Following The Dinosaur?	Complete Chapter 11	Bronze
We Need More Teeth	Complete Chapter 12	Bronze
Must go faster...	Complete the Movie 1 bonus level	Bronze
Mommy's Very Angry	Complete the Movie 2 bonus level	Bronze
Just like a flock of birds	Complete the Movie 3 bonus level	Bronze
Evacuate the Island	Complete the Movie 4 bonus level	Bronze
65 Million Bricks In The Making	Complete All Story Levels	Gold
Bingo! Dino DNA!	Collect an Amber Brick	Bronze
This is how you play God	Collect All Amber Bricks	Silver
I Understand How to Read a Schematic	Collect all Minikits	Silver
One Big Pile Of Bricks	Collect All Red Bricks	Silver
What Lysine Contingency?	Heal All Dinosaurs	Silver
The Full Jurassic World Experience	Unlock all Dino Holograms	Bronze
When Dinosaurs Ruled the Earth	Collect All Collectibles in the Medium Paddock	Bronze
The (Not So) Lost World	Collect All Collectibles in the Large Paddock	Bronze
Next Time It'll Be Flawless!	Achieve 100% Completion	Gold
The Concept Of Attraction	Enable Stud Magnet Red Brick	Bronze
Spared No Expense	Collect 65,000,000 LEGO studs	Silver
Hold Onto Your Studs	Collect 2,000,000,000 LEGO Studs	Gold
Our First Genetically Modified Hybrid	Place a custom Dinosaur in a Paddock	Bronze
The Rest is Classified	Use the Camouflage ability as a custom Dinosaur	Bronze
I Don't Remember That On InGen's List	Customize a Spinosaurus	Bronze
Remember To Wash Your Hands	Rummage in some Dinosaur droppings	Bronze
Not Machine Compatible	Try to use an InGen Panel as Alan Grant	Bronze
Ah ah ah!	Fail an InGen Panel Once	Bronze
Clever Girl	Solve two Equation Solves	Bronze
Building Blocks Of Life	Build a LEGO object using Mr. DNA	Bronze
The Human Piece Of Toast	Get zapped by electricity in the raptor Enclosure level	Bronze
Anybody want a Soda?	As Dennis Nedry, throw a soda can at an enemy	Bronze
No wonder you're extinct	Complete Dennis Nedry's shooting gallery in the Medium Paddock	Bronze
Observe And Document	Complete All Photographs	Silver
Hello John!	Set both Free Play characters as John Hammond (or variant of him)	Bronze
Do-You-Think-He-Saurus?	Sneak past a Dinosaur using Camouflage	Bronze
Something Has Survived	Obtain "True Survivor" in any level	Bronze
Survival Expert	Collect "True Survivor" on all levels	Silver
Reason To Fear Man	Defeat 50 Compys	Bronze

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Videos

Level 2, Amber Brick

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Videos

Level 6, Red Brick

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Level 9, Amber Brick

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Level 10, Red Brick

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Level 14, Amber Brick

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Level 17, Amber Brick

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Level 19, Red Brick

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Level 22, Amber Brick

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Level 25, Red Brick

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Level 28 Red Brick

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Level 30, Amber Brick

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Level 31, Amber Brick

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Show All | Hide All

Hub Area Challenges

- G Gold Brick
- P Photograph
- R Race
- RB Red Brick
- D Sick Dino
- W Worker in Peril

Park Highlights

- K Kiosk
- V Vehicle Spawn Pad

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